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YOU'RE ME
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ZERO 12



Are you calling me a plastic toy or what? Page 20



What a wonderland world it would be...Page 34





Full wash and wax. Page 30

*Elephants presently out of stock.

GAMES LIST

REVIEWS

PREVIEWS

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Published by Dennis Publishing Ltd.

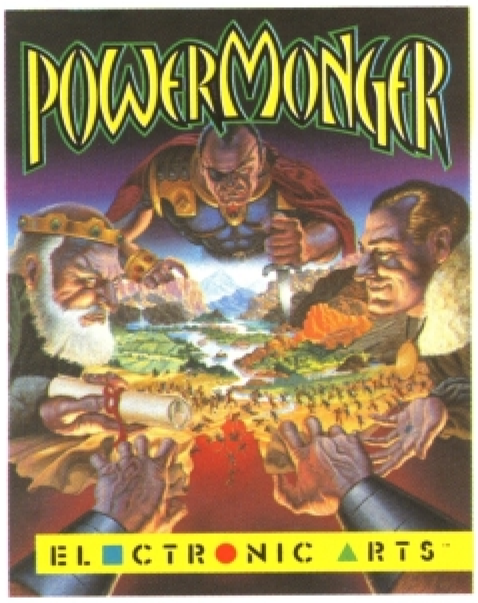
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YOU OVERCAME THE GODS? THESE HANDSOME SPECIMENS WILL BRING YOU DOWN TO EARTH!



In Populous, you challenged the gods. Now man is your adversary in the form of three unscrupulous and violent tribal leaders.



BULLFROG

Amiga and Atari ST available Oct. '90. IBM/PC from 1991

£29.99

Be as mean as them and match force with force, or be more cunning, play Mr Nice Guy and win over the local villagers.

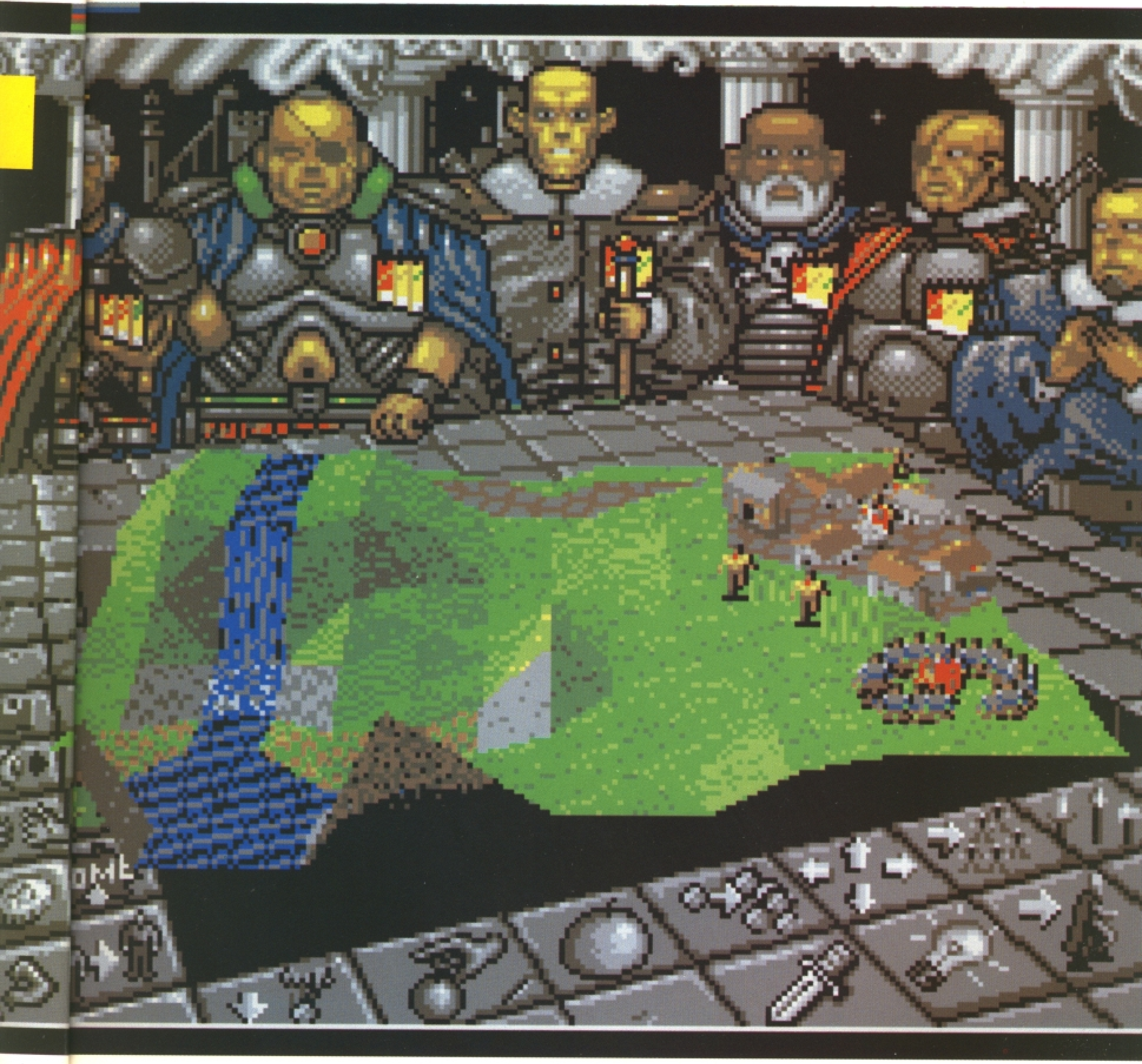
By doing so you not only swell your numbers, but also keep your larders stocked, which is essential in ensuring the loyalty of your army.

With the stunning graphics you've come to expect from Bullfrog, Powermonger is a living world of mountains, forests and rivers, sun, snows and rain, where inventiveness and strategic skill can triumph over mere brute force.

Powermonger will test you to the limit, but if you still have any energy for adventure left, these other great Bullfrog titles still lie in wait.



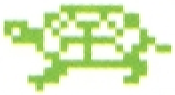
EL



"Better than Populous", Peter Molineaux of Bullfrog, Creators of Populous.

oi!

MIRRORSOFT TURNS TURTLE



Commodore has lined up an impressive line of titles to bundle with its Amiga games pack this Autumn, despite having one of the key titles for the bundle withdrawn at the last minute.

The new pack, called Screen Gems, will contain five titles. Originally *Back To The Future II* (Mirrorsoft), *Shadow Of The Beast II* (Psygnosis), *Nightbreed* (Ocean), *Days Of Thunder* (Mindscape) and the hottest licence of the year - *Teenage Mutant Hero Turtles* (Mirrorsoft) were to make up the pack. But just as plans were finalised, Mirrorsoft informed Commodore that *Turtles* was *not* available for bundling. With time very much against it Commodore made a late switch, putting *Deluxe Paint II* from Electronic Arts in to replace the heroes in a half shell.

The art package may not carry quite the same clout as Donatello and chums, nonetheless the other titles make the Amiga bundle a tempting package.

The three film tie-ins (*Days of Thunder, Nightbreed* and *Back To The Future II*) will all be released as individual titles either at the same time as Screen Gems or just before.

Screen Gems will sell for £399 with Commodore yet again resisting the temptation of a price drop.

BUDGIE BONANZA!

The impressive backcatalogue of US publisher Infocom is set for re-release via the masters of the bargain-buy, Virgin Mastertronic.

So far five titles are lined up for budget release - *Hitch Hikers Guide To the Galaxy, Zork 1, Leather Godesses Of Phobos, Wishbringer* and *Planet Faol.*



All are lined up for launch at the Computer Entertainment Show at Earl's Court this month. They will be available on ST and Amiga at £7.99 and PC 3.5" and 5.25" at £9.99.

SOME CONSOLE-ATION!

Rather than attempt to create a console claiming to be "an arcade machine for the home," UK firm Active has actually made an *arcade machine* for the home!

The Powarcade (for it is he) will be launched this month retailing at £299. It will run modified arcade boards which will cost around £50 each.

The beast stands just over five feet high and weighs in at 30 kilogrammes. It comes complete with a free game to get you started but it does need to have a monitor slotted in.

Active reckons there will be about 10 games available at launch and around 50 by Christmas. Keep 'em peeled.



SAVE HALF A KNICKER!

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TERMS AND CONDITIONS
1. EMAP reserves the right to refuse admission.
2. Only one coupon per visitor.
3. No photocopies.

If you're going to the PC show - er, sorry, the Computer Entertainment Show - at Earls Court on Saturday 15, or Sunday 16 September, then snip out this voucher for a wholesome 50 pee off your entry fee!

The show is open from 10.00am till 6.00pm on Saturday, and 10 till 5 on the Sunday.



ON THE GRAPEVINE

● Microprose's Peter Jones recently reassured Grapevine that it was safe from the threat of consoles taking over the home computer market. As Microprose saw it, consoles were the domain of arcade titles, *not* the usual Microprose fare of sims, strategy and other high minded games at all.

Despite this however, company big cheese, Wily 'Wild' Bill Stealey has opted to hedge his bets and announced the company's plans to develop for the Nintendo. Microprose's first products will be **Silent Service** and **Pirates**. Expect the first products to be released this autumn.

● It's a small world isn't it? Another company whose name begins with 'M' is also set to develop some of its products for Nintendo. *(Who Mothercare? Ed)* No, Mirrorsoft - it's signed up the brilliant **Speedball** from the Bitmap bruvs no less.

Funnily enough this title is also licensed for Sega development too, along with the mega **Xenon II**, and the er... tad ropey **Back To The Future II**.

● "Here's Lilleywhite. It's the last bowl of the match. He's running down from the nursery end and,... I've been handed a rather nice chocolate cake from Mrs. H. Winstanley from Rippon."

There just isn't a decent cricket game to be found anywhere these days, is there 'leather on willow' fans? Still maybe that'll change with Challenge software's **Robin Smith's International Cricket**. Challenge claims - with South African Robin Smith batting - **RSIC** will be the 'definitive cricket game'. It's scheduled for a November release, so all together now, "I've never mit a nice South Afrikan, and that's not bluddy surprising, men.."

● Can we deduce from spotting Peter Carver and various Audiogenic bods at the recent American Bowl - the American football final in Wembley - that Audiogenic is planning an **Am Footie** game for the future?

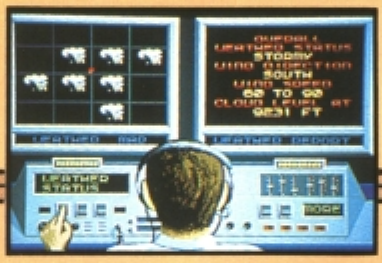
● Everyone and their dog has said "great graphics, shame about the gameplay" on the Sullivan Bluth games, **Dragon's Lair** and **Space Ace**. But tons of publishers seem to have thought that if *they* could crack the gameplay hurdle *and* produce a game with Bluth style graphics, they'd be onto a gold mine! Such a publisher is Gremlin. It's actually employed a former Bluth employee who's working on a very promising title called **Little Divil**. Expect it in mid 1991.

At the same time, Readysoft, who coded the Bluth games, is also working on such a game titled **Wrath Of The Demon**. Stay tuned for further developments!

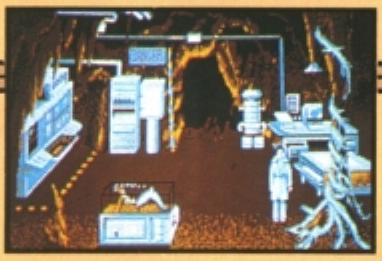
● New title being worked on by Domarks' development team, *The Kremlin*, is a strategy game based on that most fashionable of wars, Vietnam. "I lurve the smell of Napalm from my Atari ST!"

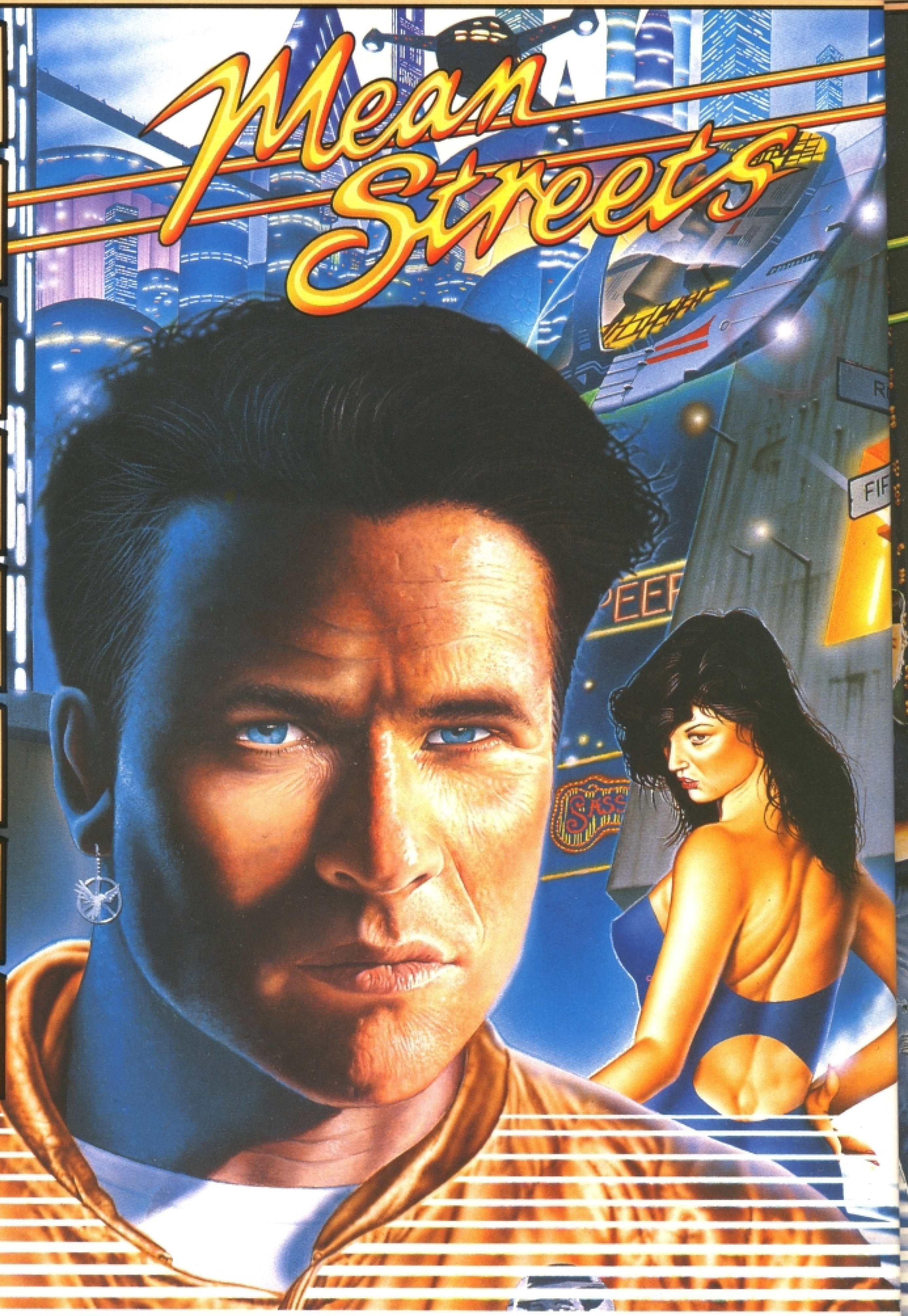
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OPERATION HARRIER
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ROTOSCAPE combines the colourful detail of large sprites with the complete freedom to move around a background of polygon constructed landscapes. Watch in amazement as this detailed background zooms, scrolls and rotates through 360° around you, giving an incredibly lifelike feel to the game.
Screen shots from Atari ST version
Screen shots from Amiga version
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IT'S REVOLUTIONARY
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

ST CHART

1. **F-19 STEALTH FIGHTER** MicroProse
2. **KICK OFF 2** Anco
3. **F-29 RETALIATOR** Ocean
4. **SIM CITY** Infogrames
5. **DAMOCLES** Novagen
6. **FLOOD** Electronic Arts
7. **IMPERIUM** Electronic Arts
8. **LEISURE SUIT LARRY III** Sierra/Activision
9. **THE PUNISHER** The Edge
10. **DRIVIN' FORCE** Digital Magic Software

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

BUCK ROGERS



Buck Rogers has been thrown off-course and frozen in space like a prime cut of beef in a freak shuttle accident. Centuries later, Colonel Deering, captain of Earth's defence force, and wearer of enormously skin tight all-in-ones, finds beefy Buck and defrosts him. Buck awakes in a nightmare world, where dwarfish robots with unbelievably deep voices incessantly say "Biddy! Biddy! Biddy!" Now TSR, creator of *Dungeons 'n' Dragons*, is basing a board game on Buck's exploits, and US Gold is basing a computer game on the board game based on Buck's exploits. It will use the fabled *Pools Of Radiance* game system and will be bursting with robots, monsters, aliens and all that stuff. Phew!

● Available from US Gold in October on PC and Amiga. Price tba.



FOUNTAIN OF DREAMS

There's been a nuclear war. Florida, and more importantly Disneyland, has been separated from the main 'mother' continent. Florida has become a devastated island, fraught with crime, voodoo and Don Johnson's old suits. Old *Miami Vice* extras wander the streets alongside bizarre killer clowns. The only hope for Florida is the mystical Fountain Of Dreams. The whole game is set in a believable RPG environment. Characters have memories and personalities, are armed with modern weapons and feature bizarre on-the-spot mutation effects. Advanced conversation and combat techniques provide the interaction, while colourful top-down-view graphics provide the er, graphics.

● Available from EA mid September on PC priced £24.99.

LIGHTSPEED

Apparently, according to professional madman Carl Sagan, it *is* possible to travel faster than the speed of light. He cites the example of a train, travelling at the speed of light (this is not a BR train), with you in the back carriage. If while the train is moving you stand up and walk into the next carriage, you are in fact travelling faster than the speed of light. The fact that G forces will have stretched you into an elastic band has nothing to do with it.

Anyway tenuous links aside, MicroProse is to release a game called *LightSpeed* soon. Set in a future when the Earth has become inhospitable, you control a mission to boldly go and explore star clusters to find a new world for mankind. But some star clusters are populated by aliens... erk!

● Released by MicroProse at the end of the year for the PC. Price tba.





THE SECRET OF MONKEY ISLAND

Ever felt like cutting your leg off, strapping a large parrot to your shoulder and shouting "Yo Ho Ho"? Of course you have, it's a natural part of growing up. Well, now you can save money on saws and birds and still catch the atmosphere of Caribbean adventure on the high seas. A graphics adventure in the tradition of *Indiana Jones, The Secret Of Monkey Island* features puzzles, danger and even "lethal one liners".

Armed with high hopes, no money and great curiosity you must find Monkey Island before Davey Jones finds you.

● Available from US Gold on PC (October), ST and Amiga (February). Price tba.

THE ULTIMATE RIDE

Ever fancied a bit of "max out" or bloodying the tracks of the California Death Run? If so, then this bike sim is the game for you. View 12 of the world's most famous race-tracks from behind the handle-bars of six of today's hottest bikes (hopefully not at the same time). Or failing that what about a bit of road racing through the streets of... well, the streets of some-where or other. Wet roads, dry roads, hills, curves and lovely all-in-one leather suits.



● Available from Mindscape in October on Amiga. Price tba.

CHAMPIONS OF THE RAJ

How terrible it must be to be a public schoolboy in the modern age. After all that money and fagging, you finally leave school only to find that there's no empire left for you to administer. What the hell have you been trained to do apart from rule? Fear not, however, help is at hand. In the multi-player *Champion Of The Raj* you get the chance to hunt tigers, race elephants, make political/strategic decisions and drink more tea than you can shake a large strainer at.



● Available from Mirrorsoft in November, priced £24.99 ST, £29.99 Amiga and PC.

BARD'S TALE III: THIEF OF FATE



You've heard of Mad Dog Airways, a pretty dangerous and destructive organisation to be sure. Well, it's not a patch on Mad Dog Tarjan who may not know much about DC 10s, but is a mean cookie when it comes to reducing towns to rubble. The fabled city of Skara Brae has already been turned into building accessories while the population celebrated the defeat of Tarjan's servant, Mangar.

To restore the city to its former glory you must assemble a group of adventurers (which can include characters transferred from *Bard's I & II* and *Ultima 3 & 4*) and set off in search of Tarjan. With up to 84 dungeon levels and seven different dimensions *Bard's Tale III* looks like flying high for a lot longer than Mad Dog Airways.

● Available from Electronic Arts in September on Amiga priced £24.99.

CHART

1. **TEENAGE MUTANT HERO TURTLES/Mirrorsoft**
2. **SHADOW WARRIORS** Ocean
3. **LOST PATROL** Ocean
4. **KICK OFF 2** Anco
5. **RED STORM RISING** MicroProse
6. **FLOOD** Electronic Arts
7. **UNREAL** UbiSoft
8. **TURRICAN** Rainbow Arts
9. **IMPERIUM** Electronic Arts
10. **THEIR FINEST HOUR** Lucasfilm/US Gold

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234



MEGATRAVELLER 1

The Spinward marches are, of course, on the frontier of the shattered realm of Imperium. You must control five unique characters as they journey there. Why are they unique? Well, there can't be many people who'd want to travel to somewhere called Spinward on the frontier of the shattered realm of the Imperium. These people are fairly unique as their character generation system provides five military classes and more than 70 talents and abilities.

Of course, the multiple problems which confront you in your journey have multiple solutions, so if in doubt guess and if in danger run away. Dead men don't win games.

● Available from Microprose at the end of the year on the PC. Price tba.

BADLANDS



Isn't sport a wonderful thing? You'd think that 50 years after a terrible nuclear disaster mankind would have its hands full with serious matters like survival. But no, mankind still has time to invent a new, exciting and deadly sport. (People, dontcha just love 'em?) Using the the nuclear zone (Badlands) as a track, players must shoot targets to gain extra points and weapons. Winning's easy, all you have to do is just blast your opponents out of existence and yourself into the record books.

● Available from Domark early 1991 price £19.99 ST and Amiga, £29.99 PC.

PANG



Time to invent another game definition - the shoot 'n' puzzle 'em up. Alright, so it may lack a certain bite but it's not a bad definition of this arcade conversion. Dressed in a sort of 1930's explorers outfit you, the hero of *Pang*, must travel the world shooting bubbles, scorpions and anything else that takes your fancy.

All this in a maze style environment with local landmarks in the background. Er so, p'raps that's a maze, shoot, puzzle 'n' cutesy 'em up.

● Available from Ocean early November on ST, Amiga and PC. Price £24.99


Pipe Mania!!
ADDICTION BEYOND BELIEF!!
C and VG Feb 1990 94%
Pipe Mania is "a classic puzzle arcade game that is so addictive, it should come with a Government Health Warning!"
Pipe Mania is a game of great ingenuity, simple in concept and friendishly challenging to play.
You'll need to act instinctively, but think strategically!
One wrong move, one brief hesitation or mis-placed pipe section, and you'll drown in a sea of slime!
ST Action
"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"
Commodore User Screenstar
"Terrifically addictive... outlasts any arcade conversion"
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Amstrad CPC Cassette
Amstrad CPC Disk
MSX
BBC Electron Cassette
BBC Disk
Apple Macintosh
Achimedes
Pipe Mania
Zero March 1990 92%
"Buy this game and you may never sleep again"
The Games Machine Star Player Award 83%
"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"
Zzap Sizzler
"Absolutely guaranteed to drive you round the bend"
Amiga Computing Excellence Award 95%
"A game with a game play that shines"
Game Players Award USA
"Best PC strategy game of 1989"
C+VG HIT!
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ATARI ST AMIGA PC
machine STAR PLAYER
ZERO HERO
GAME Players GAME OF THE YEAR
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JAMES POND



When the going gets wet the tough get soggy. At times like this, when other super heroes are at home wringing out their dripping shoulder holsters, a fish swims into view. The name's Pond, James Pond the fish with the golden gills. This aquatic agent is the man, or rather the fish, to call on if you need to plug a leaking oil tanker, rescue a doomed mermaid or retrieve radioactive canisters. Twelve levels of sub-sea adventure and exploration with a fearless fish trying not to cash his chips.

● Available from Millennium in November on ST and Amiga priced £24.99.

PC CHART

1. **PGA TOUR GOLF** Electronic Arts
2. **RAILROAD TYCOON** MicroProse
3. **JACK NICKLAUS UNLIMITED GOLF**/Accolade
4. **ULTIMA VI** Origin/Mindscape
5. **SECRET OF THE SILVER BLADE**/SSI/US Gold
6. **POPULOUS** Electronic Arts
7. **THEIR FINEST HOUR** Lucasfilm/US Gold
8. **KINGS QUEST TRIPLE PACK**/Sierra/Activision
9. **F-19 STEALTH FIGHTER** MicroProse
10. **CHESSMASTER 2100** Mindscape

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

CHE: GUERRILLA IN BOLIVIA



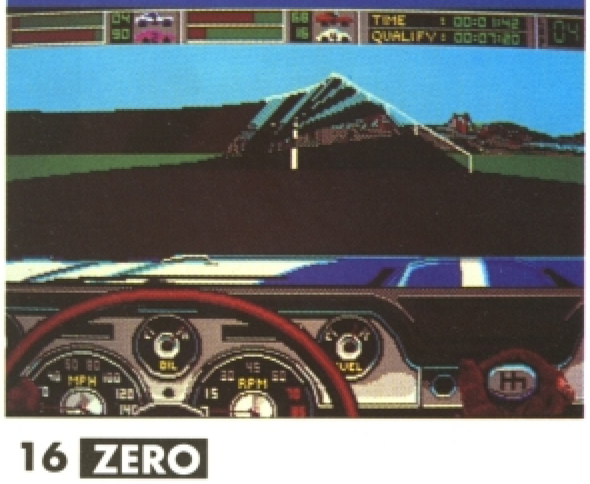
In place of the usual "Let's kill a commie!" here's a game based on the exploits of one of the world's most famous revolutionaries. As Che Guevara (inspiration of a thousand T-shirts) you can have a high old time organising ambushes and having running battles with government forces. With the whole of Bolivia as your playground you'll need to master both strategy and arcade elements if you're to achieve your goal of occupying the capital, La Paz. Let's hope you have rather more luck than the real Che who ended his career against a wall with a stomach full of bullets. This not only made him pretty much the only man ever captured by the Bolivian police force but also very dead.

● Available from CRL in late September on Amiga priced £24.95.

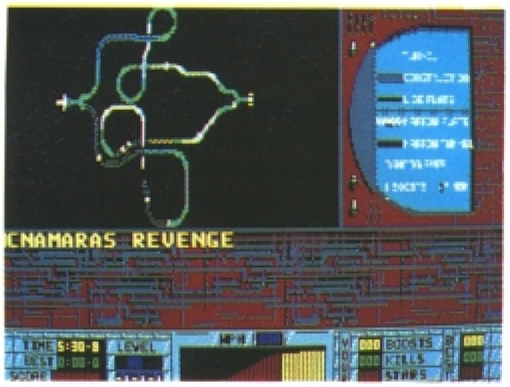
STUNT DRIVER

Are you really crap at all those racing games because you can never avoid bumping into your opponents' cars? Well, Spectrum Holobyte has programmed the ideal game for you. In *Stunt Driver* it's not how well you drive that matters but how badly and we mean BADLY. Opponents can be rammed off the track into obstacles or simply humiliated by speed. If that isn't competitive enough for you then there's the chance to link up your computer with another for a bit of head to head. (To give yourself an edge make sure you're the one who uses the track editor!)

● Available from Mirrorsoft in September on the PC priced £34.99.



S.T.U.N. RUNNER



Cross the Cresta Run with the Indianapolis 500 and World War II and you're left with something bearing a slight resemblance to *S.T.U.N. Runner*. This high speed action game is the latest arcade conversion on Domark's Tengen label. As you career through tortuous polygon generated 3-D tunnels you must use each curve and twist to maintain your momentum. There are obstacles and enemies out to slow you down. These must be avoided (or destroyed) if you're going to complete the course in time and stay in line for fame, fortune and another go.

● Available from Domark at Christmas priced £24.99 ST and Amiga, £29.99 PC.

THE SPY WHO LOVED ME

"My plan is devilishly simple. My plan is to rule the world. Pretty cunning heh?" Such ruthless cruelty is unlikely to deter a man such as Bond. So, quietly whistling *Nobody Does It Better*, our man in the white tuxedo leaps into his fairly flash car and sets out to rescue the incredibly flash Soviet Agent, Anya Amasova.



There's speed, there's danger, there's even Q driving round in a mobile workshop. If you can outrun and outshoot your enemies then you'll get the chance to wrestle the steely toothed Jaws, and rescue Anya. Mind you, after 15 rounds with Jaws the most exciting thing you'll be able to manage with Anya will probably involve splints, bandages and an awful lot of plaster of paris.

● Available from Domark in September priced £24.99 on the PC and £19.99 on the ST and Amiga.



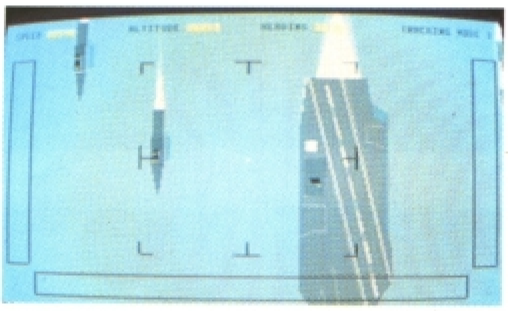
JAMES BOND 007™
THE SPY WHO LOVED ME
He's Bond · He's Back · He's 007
James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg.
Use your skills to end the threat of global domination as you seek to outwit Stromberg's mercenaries and prevent a nuclear war between East and West.
Exhilarating chase sequences on land and under the sea involve Q's specially modified Lotus – souped up and armed to the teeth.
With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.
Don't miss out on The Spy Who Loved Me – a programming tour de force!
TOP SECRET
007 SUBMARINE CAR
ALBERT R. BROCCOLI
ROGER MOORE
IAN FLEMING'S
JAMES BOND 007
THE SPY WHO LOVED ME
BARBARA BACH CURT JURGENS
ALBERT R. BROCCOLI LEWIS GILBERT CHRISTOPHER WOOD & RICHARD MAIBAUM
MARVIN HAMLISCH PANAVISION
MGM/UA
0333
DOMARK
Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: The Kremlin
1990 Eon Productions Ltd/MAC B, Inc. The Spy Who Loved Me
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Gun Logo Symbol © Danjaq S.A. and United Artists Company. All rights reserved.
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Amiga & Atari ST Screenshots

ZERO GOES

Surely our best yet. An exclusive ZERO mission for *F-29* containing many new features, including a carrier take off. Plus a playable demo of *Battle Command* sequel to the smash hit *Carrier Command*.

F-29 RETALIATOR

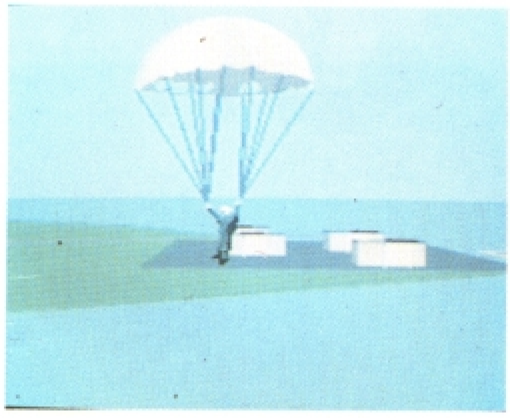
ZERO SPECIAL MISSION DISK



Mmm, an aircraft carrier. Shall I land on it or sink it?



Uh oh, the tele's gone on the blink again.



"Don't worry, you've got plenty of fuel," they said!

MEGA APOLOGIES

Due to... er... technical problems the *F-29* Special Mission is not free running. You will need a copy of Ocean's *F-29 Retaliator*. Soz.

Colonel Alec Barmoor Chief of Staff at Strike Command looked again at the High Priority, RED GRADE telex that lay on his desk.

"Unprovoked attack on aircraft carrier CVN-75 Redstorm. All hands lost, no transmissions made. Sunk to depth approx 17,000 feet.

Location: 960 miles N NE of
Murmansk, USSR.
Long 46° 37'21
Lat 80° 40'29
The Arctic Ocean nr North Pole."

With tired reluctance he raised his eyes to meet those of Lieutenant Colonel John Brady. When he spoke it was with resignation rather than tension.

"The Soviets deny any knowledge, of course?" It was barely a question.

"They don't just deny it, sir. They've started throwing round accusations of their own."

Brady reached an immaculate hand inside an immaculate jacket and produced a Code Form.

"We intercepted this Soviet signal early this morning, sir – we've just decoded it."

He pushed the form across the desk.

"Langley Intercept; Top Priority Telex from Soviet Northern Command to Soviet High Command.

"Observation Trawler LeBlanc and Aeroflot flight SR 1017 attacked in Arctic Ocean. Suspect US involvement. Recommend urgent and decisive action. All stations on maximum alert. Awaiting orders."

"What response have we made?"

"All NATO bases are on full alert. We've sent a task force of F-22s to the disaster area."

There are times when the worst is just the beginning. Colonel Barmoor hesitated before asking his next question in fear, or perhaps knowledge, of what he was going to hear.

"Who's in charge of the F-22s at the moment?"

Brady gave a polite cough "Er... ZERO Reader, sir."

"Oh... ah well, it was nice planet while it lasted."

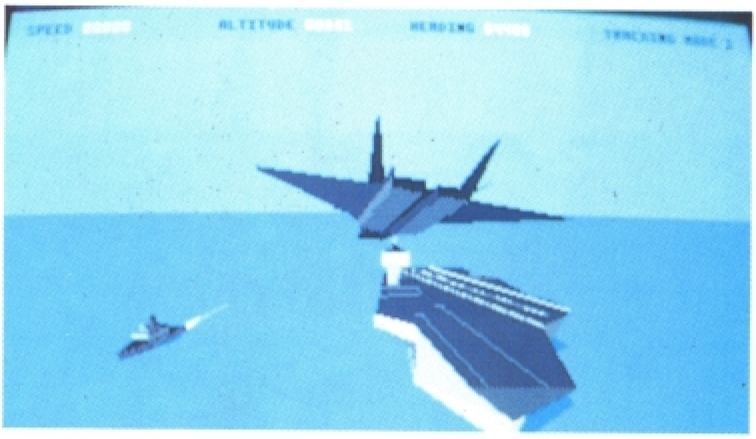
Flight Lt ZERO Reader scanned his orders as he ran to the plane.

"Launch from JFK and provide aerial recon. Provide air cover around last known position of Redstorm whilst salvage operation is undertaken.

Warn: Migs in vicinity. Do not fire unless fired upon.

Warn: Do not violate Soviet Airspace 100 miles South."

Reader was surprised to be given such a sensitive mission after that unfortunate incident with the Phantom jet, the flock of seagulls and the coach load of nuns. Still each emergency called forth its hero, so, with one hand covering the yellow streak down his back, he scrambled into the cockpit.



Aircraft carrier nothing, I'm landing on the destroyer!

The radio receiver was barely tuned in before it started crackling out a new message.

"E3 Sentry recon plane has picked up unusual transmissions. Origin unknown. High radiation levels monitored in vicinity.

"Information received indicates Soviets are already investigating. Vector to Sector B7 and investigate transmissions."

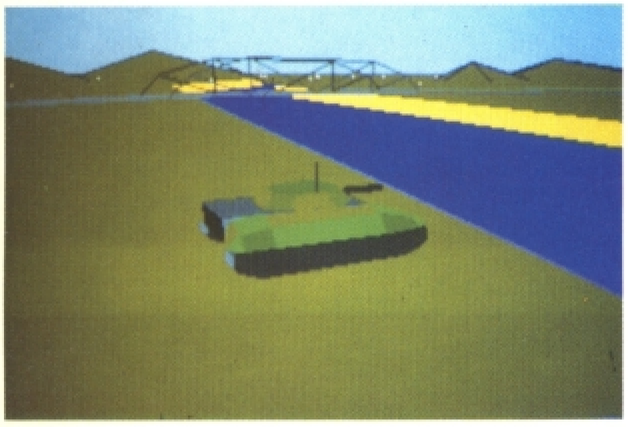
As Reader's plane skimmed across the deck of the carrier for take off, he grimaced. They'd wished him good luck at the end of the briefing. It wasn't luck he needed, just miracles.

That's the background, now *you* take over. Controls are the same as on the original *F-29 Retaliator*. Chocks away!

SKY HIGH

BATTLE COMMAND

PLAYABLE DEMO


We'll cross that bridge when we come to it.

Comforting is it not, to know that the near future is not completely different to our own dear time? The world is divided between North and South. War between the two factions has been raging for 10 years. Stand off point has been reached and the war is bogged down in a 1915 style war of attrition. The only way out is to launch small, behind-the-lines operations.

You're small, with a nice behind, so provided you can remember your lines you'll be next up for an op. (So much quicker than all those boring waiting lists.) To prevent you being blasted from here to Skegness the moment you take a step over enemy lines you'll be driving a Mauler. This little metal dream is a heavily armoured but highly mobile general purpose weapons platform. (Coo!)

The demo version of this game contains a single mission for you to test your strength and strategic skills on. Play the demo then read the exclusive review on page 38.

BATTLE COMMANDS

Click on 'Start Demo'. You will then be led through a series of briefing screens and onto the fitting screen which runs itself automatically on this demo. Once this fitting is complete the player switches to the tank console and the action begins.

The game contains both Passive and Active modes. In Active mode the movement of the Mauler is controlled by the movement of the mouse. (Moving the mouse left moves the Mauler left, moving the mouse forwards makes the Mauler accelerate, moving the... well you can probably guess the rest.) The left mouse button acts as a fire button while the right button puts you in Passive mode.

In this mode the mouse controls the on-screen cursor. Devices on the console can be activated by clicking on them with the left mouse button. During Passive mode you have no control of the Mauler's direction. Its current movement vector will stay at its current position until you go back into Active mode by clicking the right mouse button again.

KEY GUIDE

Most functions in Battle Command can be accessed either by keystrokes or by using the mouse in Passive mode and clicking on the appropriate area of the screen. In a few cases use of the keyboard is mandatory, for instance you can only switch between the different screen views by using the function keys.

SCREEN SELECTION

F1	Mauler Control Panel
F4	External View
F7	Game Options

MAULER CONTROLS

Mouse Left	Rotate Mauler Left
Mouse Right	Rotate Mauler Right
Mouse Forward	Accelerate Mauler
Mouse Back	Decelerate Mauler
Left Button	Fire Weapon
B	Brake
C	Centre Controls

WEAPONS

1-4	Select Weapon Module

EXTERNAL VIEWS

8	Rotate View Up
2	Rotate View Down
4	Rotate View Left
6	Rotate View Right
5	Centre The View Behind The Mauler
+	Zoom The View Out
-	Zoom The View In



Now let's see, I'll have one of those, two of these...


Ah, Milton Keynes, "Ack, ack, ack."


Erm... a picture of a helicopter.

SLIPPED DISK

If you have problems loading your disk then...

1. Detach disk from magazine.
2. Remove it from its slim-fit see-through bag.
3. Now have another go at putting it in your computer.
4. Still no luck? Then pop the disk, a note explaining the problem and a stamped self-addressed jiffy bag in a bigger jiffy bag.
5. Send this little lot to: ZERO Disk Returns, Copytec, Alban House, 24A White Lane, Flackwell Heath, Nr. High Wycombe, Bucks HP10 9HR.
6. Wait for a spanking new ZERO disk to be stuffed through your letterbox, and land on your door mat.

STOP

UNDER WRAPS

TEENAGE MUTANT HERO TURTLES

Reet, had on there cos ZERAOR's ganna tell wa all aboot ya turtley brilliant *Teenage Mutant Hero Turtles*, man. *David Wilson* – the lad who's surprisingly crap at Geordie accents, despite coming from Stockton On Tees – goes to Mirrorsoft to find out what's happening Turtle-wise. Why Aye, hinnie.



There's no escaping from these Teenage Mutant Nin.. er... Hero Turtle things. They're everywhere! Riding on the hype of the forthcoming movie, Turtle mania is sweeping the country. You can't turn around for finding Turtle toys, Turtle comics, Turtle videos, Turtle tattoos falling from national newspapers, that Turtle record that topped the charts and small crochet-work frogs that, when squeezed, mutter



Donatello (the one with the big stick) legs it up a ladder. Ahh, bless 'im...

the words 'Turtle Power'. (*Erm... Are you sure about ...Oh never mind. Ed.*) In the light of this mania, I think we can safely say that Mirrorsoft is over the moon about acquiring the licence to bring the half-shell heroes to your home computers.

Teenage Mutant Hero Turtles is destined for a September/November release (tying in with the movie's release in this country in November) and is supposedly destined to be the number one Christmas game. Now, let's get two things clear. Firstly, Mirrorsoft's *Turtles* game will not be a conversion of the coin-op hit. Secondly, although some of you may already have a copy of *Turtles* on 'grey import' from American publisher Ultragames, the Mirrorsoft game will not be exactly the same.

If you haven't got the imported version, then my advice to you is don't buy it! For thirty quid, it's a very average horizontal scroller on three disks with more accessing than you can shake a family-sized pizza at. Mirrorsoft, on the other hand, are hoping to tweak the gameplay of the Ultragames version to improve upon any weak areas. Disk accessing will be one area under scrutiny and it also hopes to compress the code as much as possible. Keep your eyes peeled for the full review in a forthcoming issue!

THE TURTLES IN A (HALF) NUT SHELL

If you're unfamiliar with the whole Turtle business, then here's the story in brief. The four turtles were originally pets that somehow became unwanted pets – probably a Christmas present or something. Anyway, their discerning owner decided to flush them down the toilet and into the New York sewer system. About the same time, the bad guy of the piece – the evil Shredder – was on a pollution spree and chose to dump a whole load of radioactive waste down the self-same sewer. Inevitably the two get mixed and the result was the five foot mutated talking turtles that we all know and lurve (hem hem). Oh, as for the ninja – sorry 'hero' skills, these they learnt from a similarly mutated and vocal four foot rat called Splinter (who I think used to be a man until he was transformed by the Shredder). Anyway, on to his turtle chums. So they live in the sewers and they eat pizza (let's hope they wash their hands first, eh kids?). Now what else? Oh yes, they have a human chum, a female reporter by the name of April O'Neil – described in the import manual as a 'hip medieval damsel in distress'. Maybe this gives you an idea of your quest in the game.





Michelangelo takes on the karate bosses guarding April O'Neil.



As well as the sewers, you can enter buildings for more baddies and pizza!





karate
ell.



can
ddies

THE TURTLES

1 MICHELANGELO

The most fun loving of all the turtles, Mikey wears orange and sports a pair of Nunchuku. He's a bit of a party animal who likes to play practical jokes. He also likes comics, science fiction, going to movie double bills and – of course – eating pizza. Mikey likes to hang out with Raph because he thinks the other turtles are too serious. He doesn't always train as hard as he should.

2 LEONARDO

In Splinter's absence, Leo is the leader of the bunch. You can recognise him from his blue accessories. He favours a Daisho, the samurai paired weapon of Katana and Wakazashi. Leo is a perfectionist, but lacks self confidence if he fails or if the other turtles do something wrong.

3 DONATELLO

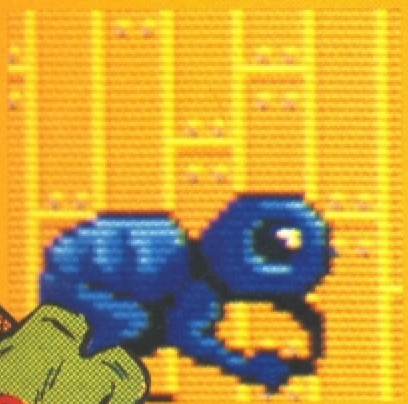
Don is a bit of a genius who loves to fix things. He's a very agreeable and self-sufficient turtle who would rather spend his time tinkering with a gadget than fighting! He wears purple and his favourite weapon is the Bo staff. He's more of a loner than the other turtles and protests strongly at hurting evil opponents. (What a ninny!)

4 RAPHAEL

Raph has a reputation for being a 'sardonic wit'. He wears red and is armed with a pair of Sai. He is impulsive and hot-headed, with a sharp wit and a short-lived temper. His best 'buddy' is Michelangelo whose good-natured disposition balances this temperamental turtle.

5 GINO GINELLI

Er, Gino doesn't actually appear in the movie *or* the game. In fact, he's frequently described as the Pete Best of the Turtles (that's the guy who left the Beatles just before they got famous). Not quite as financially astute as his colleagues, instead of choosing to learn Ninjitsu from Splinter the rat, he learnt Origami from Spelk the mouse. Instead of wielding a keen Katana Blade, Gino wields a rather impressive paper crane (that flaps its wings when you pull a little tab poking out of its tummy).





WHAT'S WHAT

TITLE	Teenage Mutant Hero Turtles
PUBLISHER	Mirrorsoft
PRICE	£24.99/£29.99/£24.99
FORMAT	ST/Amiga/PC
RELEASED	November/September/September

TEENAGE GREY IMPORTED TURTLES

If you're unfamiliar with the Ultragames version, then this is what it's all about. April O'Neil has been kidnapped by the minions of the evil Shredder and the four turtle heroes set out to rescue her and sort out the bad guy once and for all. Cue a six level horizontally scrolling beat 'em up.

You'll start off in the sewers (yeuch!) and can choose which turtle to play,



The turtles take the battle against the foot clan to the roof tops!

each having different skills – it's important to choose the right hero for the right location! You start in an overhead street view. Unfortunately, not all the sewers interconnect, so you'll have to go into the streets every now and then to find a new manhole to go down. Entering a sewer gives you the familiar horizontal scroller with platforms to work your way through, cart-loads of bad guys and pieces of pizza and weapons to pick up. Other locations include the polluted Hudson River, Greenwich Village, Wall Street, JFK International Airport, Shredder's base in the Bronx and the Technodrome!




"FLYING THIS MISSION IS LIKE...
U.N. SQUADRON™
...SHAKING HANDS WITH THE DEVIL."
Atari ST version.
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.
Available on:
CBM 64/128 cassette & disk.
Amstrad cassette & disk.
Spectrum 48/128K cassette.
CBM Amiga.
Atari ST.
CAPCOM® USA
U.S. GOLD®
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U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.



TURTLE RECOIL!

What do you get if you lock two thousand pre-pubescent boys in a small West End theatre, all wearing tea towels with cut out eye holes and each carrying a hundredweight of pop-corn? An exclusive film preview for journalists of *Teenage Mutant Hero Turtles!*

On the streets of New York, a dark force is spreading its evil, erm, feet. The Foot Clan is an underground organisation of pickpockets, muggers and generally unpleasant kids who run around stealing things and passing them along a long chain of command to the man with the funny jutty-out bits all over him: The Shredder.

Meanwhile, ace reporter April O'Neil is investigating the so-called 'silent crimewave'. (Coincidentally, she's also a bit of a 'stunna' and fond of turtle soup.) Anyway, leaving the TV station late one night, she gets attacked by a bunch of marauding Feet people. Then the street is plunged into darkness, a wave of mutant shadows appear from nowhere (well, a manhole cover) and beat up the teenage bandits. Leaving them trussed up for the police, they disappear into the night, leaving a flabbergasted, but relatively unharmed April lying spaced out in the gutter.

Yes, it's the Teenage Mutant Hero Turtles who are responsible for upholding law and order in a city where the police are almost as efficient as the Met (that's not very efficient at all). Terribly excited after rescuing someone famous like a news reporter, they head off back to their underground den to hang out with their mate and mentor Splinter: a four foot talking rat. Mikey orders a pizza, Raph heads off to catch a movie and ends up in a fight with a hippy vigilante (Casey Jones) and the other two do whatever it is turtles do to relax of an evening – probably watching crap TV like the rest of New York. All in all, a pretty average night for radioactive amphibians.

Unfortunately, the dizzy April is stirring up trouble for The Shredder by pursuing the crimewave story on TV, so he arranges to have her captured down in the subway by a load of Dragon Ninja geezers dressed in black with watering can sprinkler attachments over their eyes. Luckily for her, Raph is on hand to beat them all up (again) and takes her back to the turtle pad for a quick lie down. She wakes up, sees four overgrown turtles with daft headbands on and a giant talking rat, freaks out and eventually invites the four amphibs back to her place for pizza. Far out!



Boo! Hiss! Just say no, guys.

Oh yes – and while all this is going on, April's boss' son is running around nicking stuff and hob-knobbing with the Foot clan at their headquarters. Phew, I remembered.

Meanwhile, the Dragon Ninja baddies have located the turtle hide-out and have captured Splinter! The turtles return home, discover their loss and get heavily depressed. They head off back to April (who's become a bit of a mother figure, hem) and get even more peed off. Raph goes up onto the roof to cool off (he 'needs to be alone') and promptly gets spotted by Casey 'scruffy git' Jones who happens to be having brekky on a roof opposite.

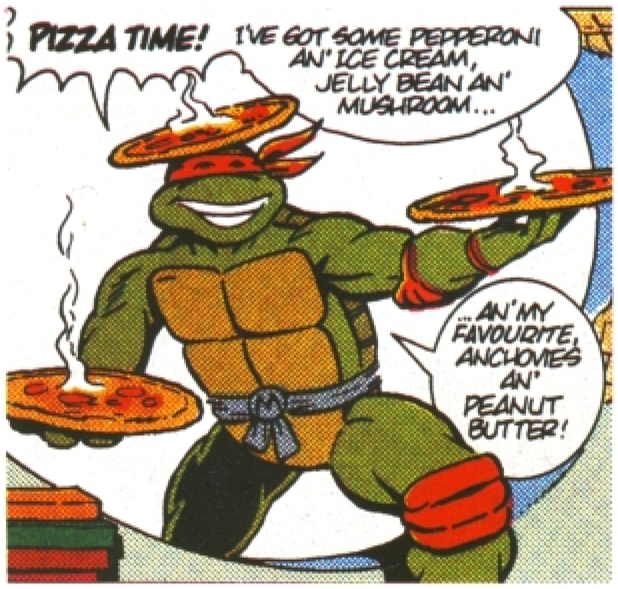
Suddenly, hordes of (yawn) Dragon Ninjas attack the lone turtle! The others are being given a guided tour of April's antique store downstairs (she must be absolutely loaded) so they can't even hear what's going on! Anyway, the entire building ends up totally pulverised as floors collapse in one massive Ninjitsu orgy (oo-er). Casey Jones joins in, Raph gets rescued (albeit a wee bit battered) and the six of them all head off in a knackered VW camper van for a weekend in the country.



In the famous words of Frank Sinatra: "Start spreading the pizza, I'm leaving today, I've got to eat part of it, New York, New York." Now they're hitting the UK sewers: four cute turtles with an overdeveloped sense of Truth, Justice and the Ninjitsu way. Not to mention an overdeveloped craving for pizza...

But Splinter is still in chains at the Foot Clan's lair (complete with a rather spiffo skateboarding ramp). The turtles have a rest for a bit (at least five minutes without a fight scene – spook!) before returning to the Big Apple to rescue their master. Anyway, to cut a long story short, they manage to locate the lair and pile in for a massive show down with (da-da-da *daaah!*) The Shredder. And may the best rat win...

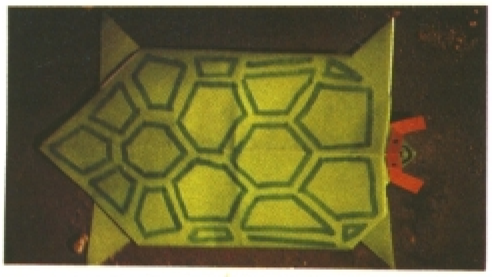




WIN A PIZZA THE ACTION!

COMPO

Cowabunga Dudes!! Win a fabulous *Nintendo Mutant Machine*! Yep, our kind chums at Nintendo have offered us - or rather one of you lucky blighters - the chance to win a Nintendo *Mutant Machine* pack! (For the full review of the Nintendo version check out page 94.) This contains not only a copy of the Konami official *Teenage Mutant Hero Turtle* Nintendo games pack but also a Nintendo games console to play it on! Yahoo! Runners-up won't be too disappointed because they could win a unique ZERO Gino the Mutant Origami Turtle (well, alright, they might be a tad disappointed.)



IT'S EASY-PIZZA-Y!

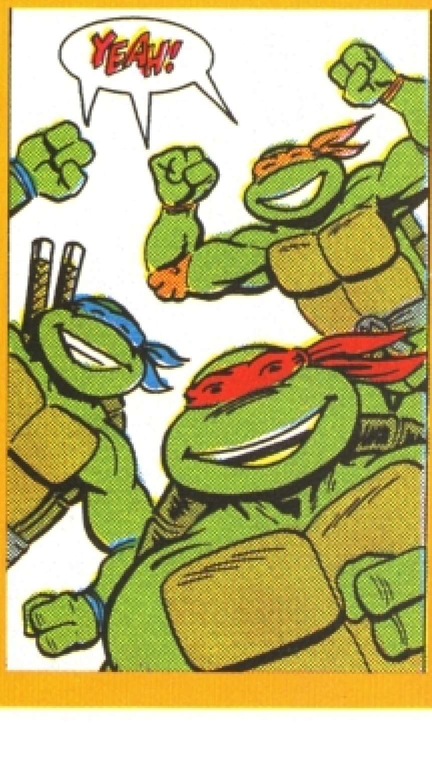
So what do you have to do? It's a cinch! All you've got to do is simply prove to us that you're a turtle fact fan by answering the following simple Turtle quiz questions. There are five questions in total and you've got a choice of answers A, B, C, or D. If, for example, you think that the Turtles' rat master is called Spanker, then the answer to question 2 will be D. Got that? To save you having to fiddle about with a coupon, stamps, the postie etc., what you have to do is call the following number: (0898) 335573. When the phone is answered, clearly state your name, address and the five letters in order of your answers. For example, if you are Elton John and you think the answers are all "A" (spook!) then you'd say "Elton John, some address or other, A-A-A-A-A." Oh, don't forget to put the phone down afterwards. The call will only cost you 30p (you'll be cut off after you've clocked up that much money). So get dialling, dudes!



PICK OF THE PIZZAS

All the Turtles just lurve to pig out on pizza! So why not try a ZERO Special? First, buy some Pizza base mix and follow the instructions on the packet. Now, spread on some tomato purée, then add sliced onions, prawns, cheese, peppers, pine kernels, mushrooms, capers, anchovies, olives, erm... some pepperoni, bananas, three fried eggs, six Elasto-plasts, orange peel... er, sorry, this is really crap, isn't it? *(Yup. And that's the last time you make my lunch. Ed.)*

STOP



Okay dudes, so you think you know your turtles? Here's your questions...

1 What is the name of the Turtles' female reporter friend?
- A. *April O'Neil*
- B. *Ryan O'Neil*
- C. *Tatum O'Neil*
- D. *John MacEnroe*

2 What's the name of the Turtles' rat master?
- A. *Squeak*
- B. *Billy*
- C. *Splinter*
- D. *Spanker*

3 In which of these cities are all the *Teenage Mutant Hero Turtle's* adventures set?
- A. *London*
- B. *Paris*
- C. *New York*
- D. *Newport Pagnell*

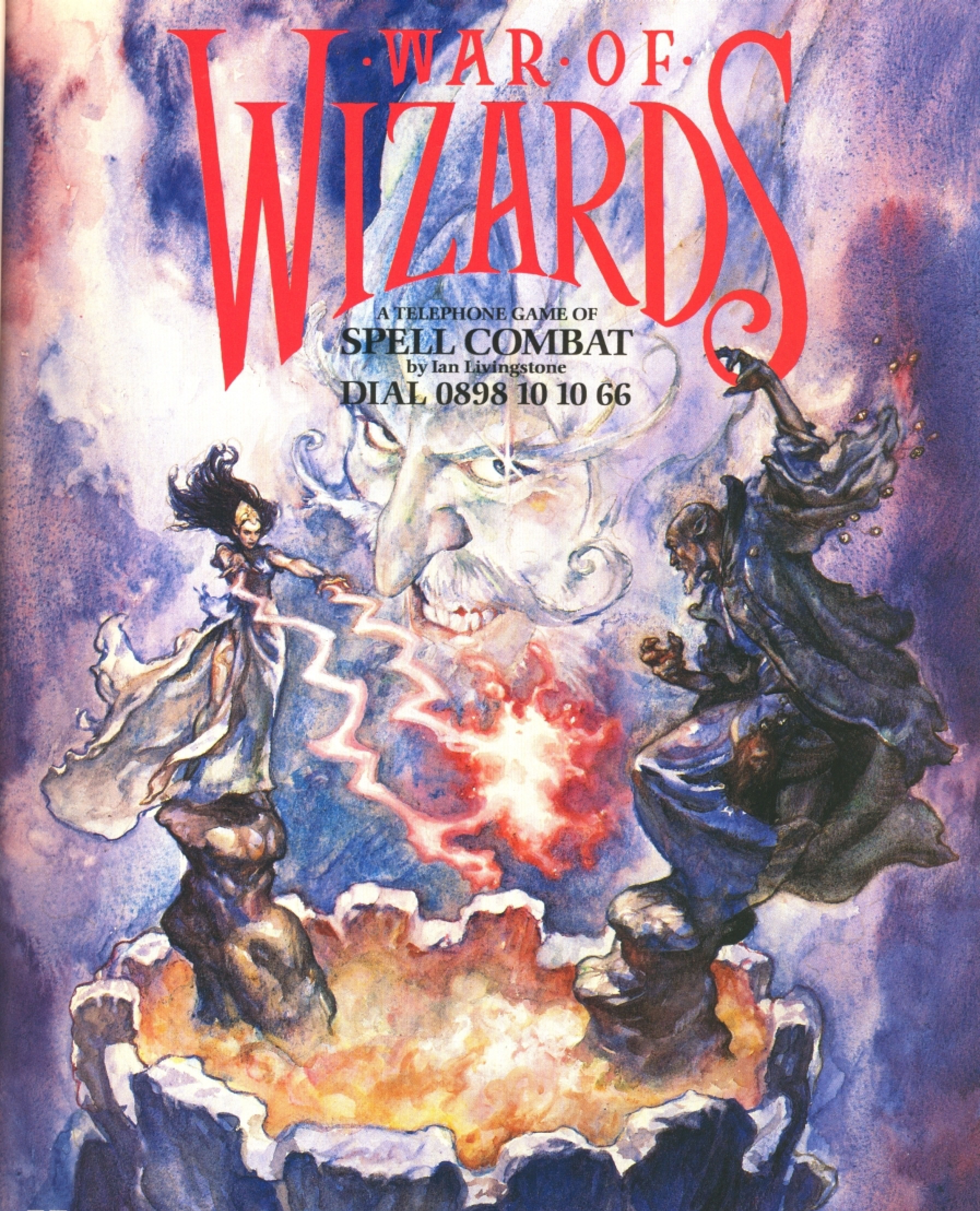
4 What is the name of the Turtles' arch enemy?
- A. *Shadow*
- B. *Shirley*
- C. *Shredder*
- D. *Sugar Puff*

5 How many Teenage Mutant Hero Turtles appear in the movie?
- A. *One*
- B. *Four*
- C. *Nineteen*
- D. *Six hundred and fifty two*

RULES

- Make sure you have the permission of the bill payer to use their phone.
- To be in for a pizza the action, you'd better phone by October 31st.
- The Ed's decision is final, so don't argue cos he's got turtle power, flower power and Tyrone Power.
- Any employees of Dennis Publishing or Nintendo found entering this compo will be sewered.





Have you the skills of sorcery, power and cunning to earn you the status of Grand Wizard? Find out as you ascend Yaztromo's tower and face his formidable school of wizards in dazzling spell combat.

Advance a level with every victory, gaining new spells as you go, until finally you face the ultimate battle with Zagor, the Legendary Warlock of Firetop Mountain. The select few who defeat Zagor and make it to Grand Wizard, will receive a scroll, printed in gold leaf, personally signed by Ian Livingstone.

They will also have a chance to win the £100 monthly prize.

Prepare to cast your first spell and dial 0898 10 10 66 now!

HINTS ON PLAY: Your attack spells are Creatures, Weapons (stronger but may backfire) and Elements (strongest but will rebound if successfully defended). These are defended by Sleep, Shield and Screen spells.

BATTLE OF BRITAIN JUBILEE

UNDER WRAPS

Never... in this field... has this much been owed... by a lot of people... to some other people... for so much. We will fight them under our beds... and on the seaside...

Thus went the motive for the war. *David McCandless* wished he was 50, then he might actually remember something about the *Battle Of Britian Jubilee*.

Algy heaved a huge sigh of contentment and chuffed joyfully on his large cigar. Suddenly Barty burst through the mess door exclaiming, "I say chaps! There seems to be a lot of hun amassing over the Dover coast."

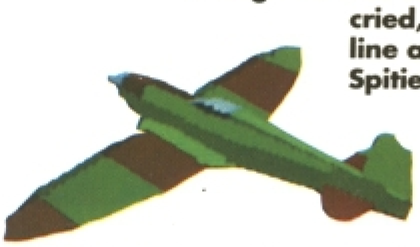
Algy jumped to his feet, even though he was standing. "Hun?" he cried, "I say we hook line and sinker into our Spities and give Jerry a tongue-slap of our good old British spunk!"

Nobody moved. Nobody knew what Algy was talking about.

"You mean," Barters ventured, "we should go and stop them from invading Britian?"

Algy jumped to his feet with a bellow. "Yes!" he shouted. "By golly! YES!"

And so the Battle of Britian was fought and won by Algy and co. Except it wasn't. For as Mirrorsoft's new game points out, the Battle Of Britain (or BOB for short) wasn't fought and won in a single day. It was a long drawn-out campaign, involving every aspect of the war effort against a whole backdrop of strategy and planning and short fat balding men called Winston.



The Spitfire was the F-15 of the 1940's. It even had wheels and was plane-shaped (they're about the only similarities). It was also fast, sleek and designed to directly oppose the ME-109.

STRATEGY

Battle Of Britian Jubilee combines dogfights and mid-air action, with tactics and strategy elements. You can play four types of games each with its own code name: Kanal Kampf; Eagle; Eagle-Eyes and the Blitz.

In each one you act as a squadron leader, and can choose to fight on either the German or winning side. You must maintain a steady quota of planes per airfield, reinforcing and redeploying them where necessary. And at the same time you have to keep an eye on the incoming opposition, and judge which factories are to be their targets.

You manipulate your forces via a colourful war-room map. It's just like the



This is the place you will frequent if you choose to be Jerry - it's the german mess. Here, Herr Flick is contemplating his Grolsch and wishing he hadn't scoffed the twelve bratwurst he had to eat for losing the 'Who's Got The Blondest Hair?' competition.

FAMOUS MISCONCEPTIONS OF THE BRITISH PEOPLE NO.35

- The Battle Of Britian took a few hours to win.
- Actually the official 'Battle' Of Britain lasted from July 10 to September 15, 1940, and there were four main 'movements' during that time:

1 OPERATION KANAL KAMPF (CHANNEL BATTLE)
First up the enemy forces attempted to intercept supply convoys and boats as they crossed the channel. German spies had gathered the positions of the ships and informed the militia, who bore down en-mass to find - nothing! The Brits (hurrah!) had intercepted the spies and simply redirected the convoy on different routes!

2 OPERATION EAGLE-EYES
Next the Germans heavily bombarded the radar pylons lined along the south coast. Unfortunately for them, the pylons were practically made from lego, so they could be rebuilt in hours.

3 OPERATION EAGLE
Discouraged by the failure of the previous missions, Jerry took to bombing airfields and destroying planes on the ground. This had a devastating effect on the RAF, both in terms of resources and morale. It also had a devasting effect on the future of Britian's learner drivers. They now had nowhere to practise reverse gear and hand-brake turns on Sundays. If the germans had continued to attack the airfields the RAF may well have been completely crippled, but luckily, they stopped to concentrate on the next movement.

4 OPERATION BLITZ
The blitz of London. The capital was bombed continuously every night. The population escaped from harm by going into the underground (the escalators worked in those days). The children were sent into the countryside to learn about sheep.

The blitz was a diversionary technique used by the germans to entice the airforce back from the coast to defend the capital. It didn't work. The people defended their homes and the air force stayed where they were, ready to meet the brunt of the sausage-eaters' attack.



Flying without a radar (and without sidewinders) is a novel experience. Often, the coastline has to be as a navigation point, and you have to throw your badminton racket out of the window to improvise a heat-seeking missile.

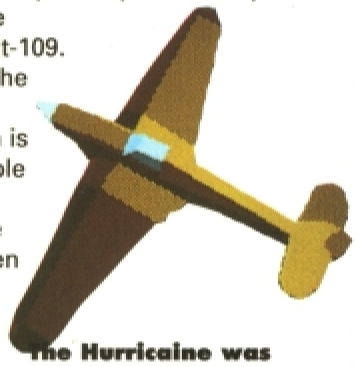
ones you see in war-films, circled by stern-faced generals pushing all sorts of 'chess-pieces' about. Points on the map represent locations, such as cities, factories, and airfields. You can 'dial up' information by clicking on any point.

Officially, the Battle Of Britian lasted 60 days, and each game day offers a different mission. Each mission requires a cunning choice of pilot and plane.

PLANES

On the English side, there are two main 'kites' - the Spitfire and the Hurricane. Both are single seaters designed to oppose the German's flag ship (except it was a plane not a ship), the Messerschmidt-109.

Alongside the 109 flies the ME-110, which is a heavier double seater version with better fire power, and then there's the Stuka, a plane with a name longer and more unpronouncable than the names of the whole United Arab Emirates football team written as one word. Stuka y'see, is in fact the abbreviation.



The Hurricaine was slower and heavier than the spitfire, but was tougher and could out-turn a messerschmidt. For that reason it was quite a force to be reckoned with in the sky.

For the more cumbersome, bombing raids the Luftwaffe have the Heinkel 1-11, the Junger and the Dornier bombing planes.

You have the chance to pilot any of these aircraft. Each one has a different cockpit design and different handling characteristics. Even the snippets of the cockpit when you use the 'look round' view are different for each plane. With bombers, the piloting is taken over by the computer and you simply take over the gunner position.

ENVIRONMENT

The game, being worked on by Falcon programmers Rowansoft, uses the same vector graphics environment as the stunning Vietnam sim *Flight Of The Intruder.* O' course it follows then that this game will be a) fast; b) faster than fast; c) Hey! Where's it gone? It will also have the advantage of all the rotating, spinning, turning, singing, dancing exterior views that make a sim so accessible these days.

As for authenticity, there's no comparison. An immense amount of research and library fines has gone into this game. Every detail is exact and faithful to reality, from the factory positions to the colour of the German pilots' hair (all blond).



The ME-109 was the Mig 29 of the 1940's if you see what I mean. It was an outstandingly advanced craft, and with a skilled pilot was more than a match for the spitfire.

There is also to be a new human element to this sim. Instead of pilots just being names and ranks, you will also be able to cultivate the skills and abilities within a pilot, and so balance out attack and defence forces with the most apt 'characters'.

"Other games? Schmames!" as Algy would say (by golly).

WHAT'S WHAT

TITLE	Battle Of Britain Jubilee
PUBLISHER	Mirrorsoft
PRICE	£24.95
FORMAT	ST/Amiga/PC
RELEASED	November

STOP

SECRET WEAPONS OF THE LUFTWAFFE

If *Battle Of Britian Jubilee* promises to be all bushy moustaches, cups of tea and Spifires, then Lucasfilm's soon-to-be-seen *Secret Weapons*, is by contrast, all clean shaven square jaws, cans of beer and B-17 Flying Fortresses (it's American).

Apparently during our war the Yanks conducted strategic bombing raids against Germany's oil refineries, aircraft hangars and sausage factories. At the time, the German's were developing "awesome" and "terrifying" and "bowel-loosening" new weapons to defend the fatherland. Among the arsenal was the ME-262 which was a twin engined jet fighter, scraping speeds 150 mph faster than the Spitfire. Also rolling off the production lines was the ME-163, the rocket plane, which bears an uncanny resemblance to today's space shuttle.

In *Secret Weapons* you get the chance to fly all these bizarre planes, as well as the more mundane P-51 Mustangs and P-47 Thunderbolts. The packaging will also include a 200-page manual, which explores what might have happened war-wise if the German's *had* managed to perfect these secret weapons. Do we really want to know?



The Me-262, faster than a speeding bullet - well faster than a Spitfire

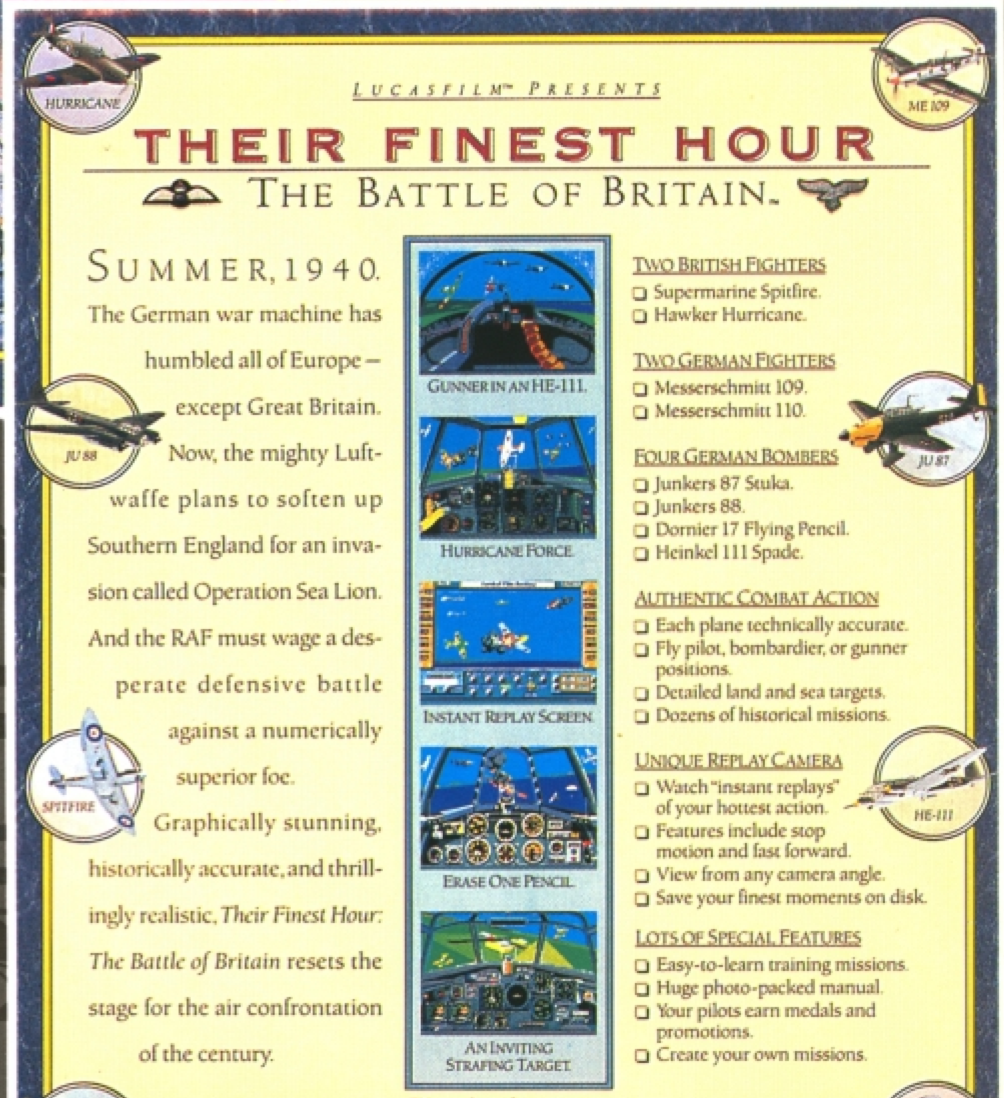


Fly me to the moon in my Me-163 rocket plane. Wheee!

Secret Weapons Of The Luftwaffe will be released on PC first by Lucasfilms in October for £29.99.

BOXING CLE





LUCASFILM GAMES

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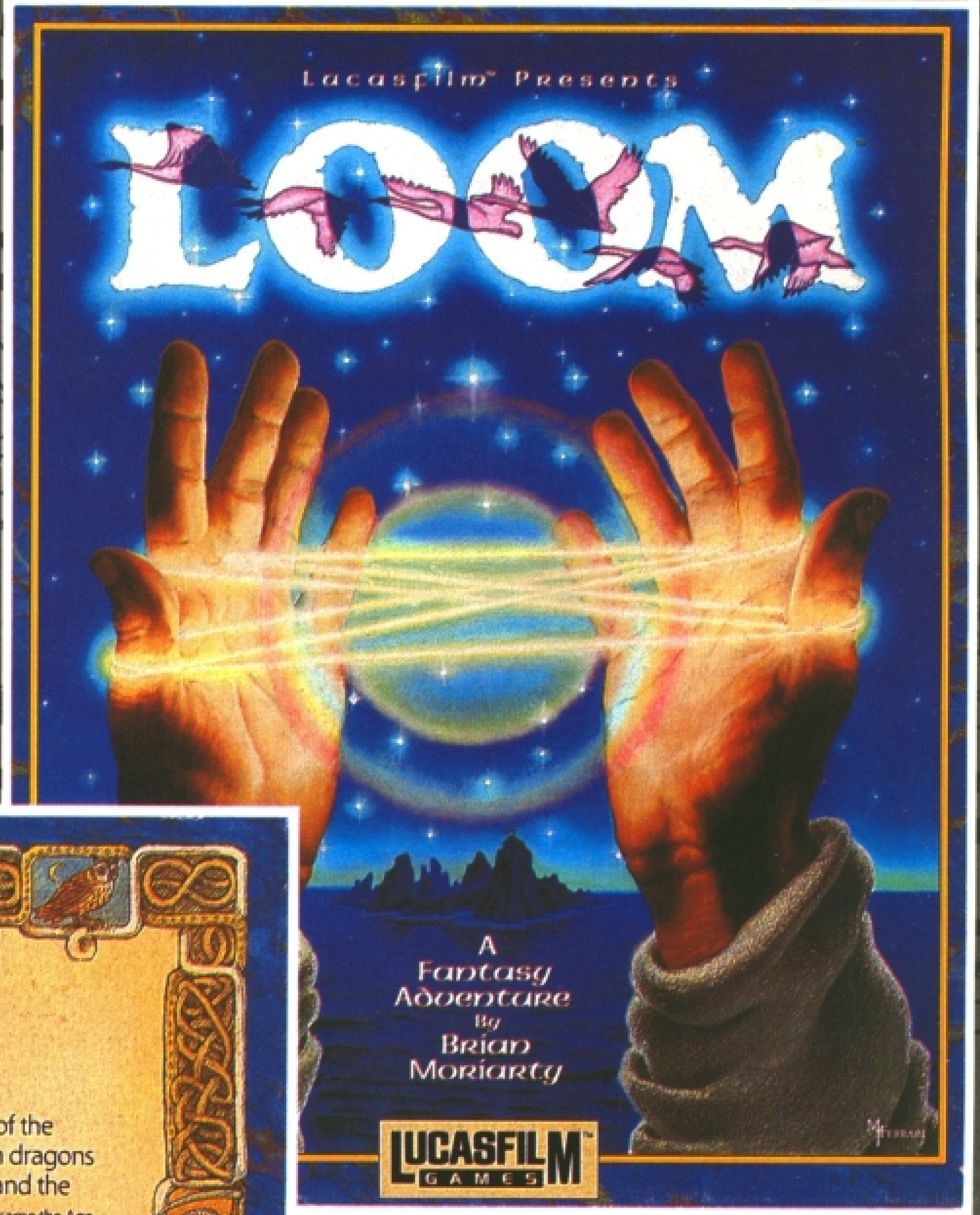
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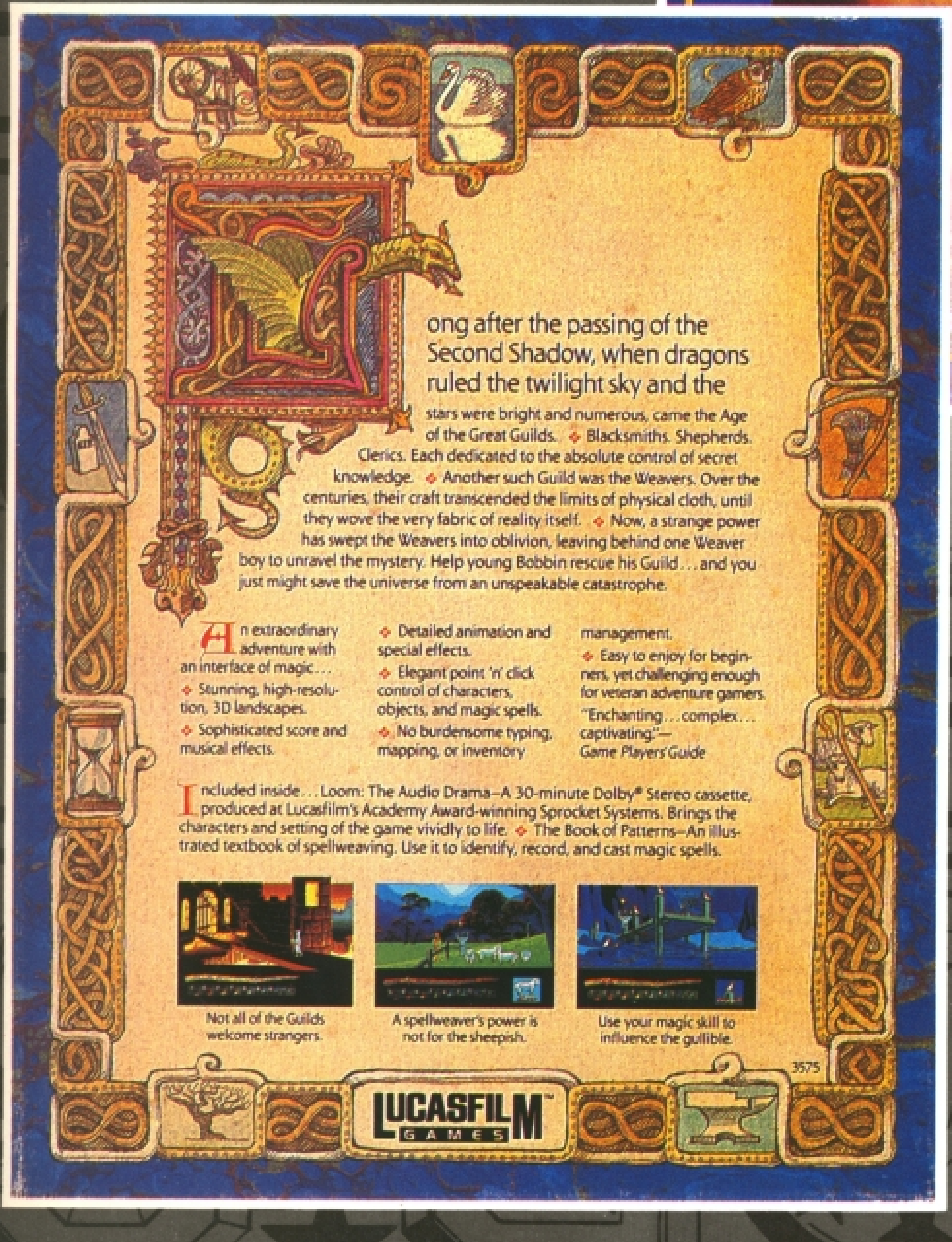
AMIGA

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PC & COMPATIBLES

LEVER WITH...





Long after the passing of the Second Shadow, when dragons ruled the twilight sky and the stars were bright and numerous, came the Age of the Great Guilds. ❖ Blacksmiths. Shepherds. Clerics. Each dedicated to the absolute control of secret knowledge. ❖ Another such Guild was the Weavers. Over the centuries, their craft transcended the limits of physical cloth, until they wove the very fabric of reality itself. ❖ Now, a strange power has swept the Weavers into oblivion, leaving behind one Weaver boy to unravel the mystery. Help young Bobbin rescue his Guild . . . and you just might save the universe from an unspeakable catastrophe.

An extraordinary adventure with an interface of magic . . .

- ❖ Stunning, high-resolution, 3D landscapes.
- ❖ Sophisticated score and musical effects.
- ❖ Detailed animation and special effects.
- ❖ Elegant point 'n' click control of characters, objects, and magic spells.
- ❖ No burdensome typing, mapping, or inventory management.
- ❖ Easy to enjoy for beginners, yet challenging enough for veteran adventure gamers.

"Enchanting . . . complex . . . captivating."—
Game Players' Guide

Included inside . . . Loom: The Audio Drama–A 30-minute Dolby® Stereo cassette, produced at Lucasfilm's Academy Award-winning Sprocket Systems. Brings the characters and setting of the game vividly to life. ❖ The Book of Patterns–An illustrated textbook of spellweaving. Use it to identify, record, and cast magic spells.

Not all of the Guilds welcome strangers.

A spellweaver's power is not for the sheepish.

Use your magic skill to influence the gullible.

3575

LUCASFILM™ GAMES

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PC & COMPATIBLES

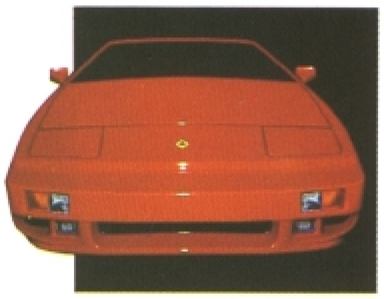
U.S. Gold Ltd., Units 2/3 Holford Way,
Holford, Birmingham B6 7AX.
Tel: 021 625 3366.

LOTUS ESPRIT TU

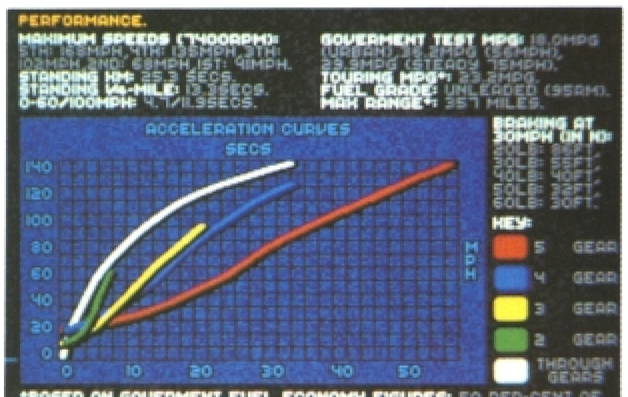
If Don Johnson wasn't so common as to think that go-faster air intakes were the 'cool thang' then he'd probably drive a Lotus Esprit Turbo SE. And so would *Tim Ponting*, except he hasn't got £47,000 in spare readies. Fortunately, Gremlin knows a cheaper way of getting from 0-60 in 4.7 secs...



Spend £47,000 on a flash car with 5.8 inch ground clearance and park it in a field. Some people have more money than sense.



A quick glance behind: the red Lotus was still on my tail. Curses! Coming off the M1, I dropped into third to take the roundabout at 75. The Lotus was right up my exhaust, I can tell you. Through Sheffield town centre, engine screaming and fuel gauge desperately low. Was I going to make it across the line first? The Lotus was crawling all over my bottom as I bounced into Carver Street, yanked the wheel hard into right lock and piled into the car park at Gremlin Graphics. The Lotus test driver walked over, shook my sweaty hand and said: "You must let me take your Fiesta for a spin one day."*



***Actually, that was a big lie. I took the train.**



Driving games were 'the thing' last year, with at least three million to choose from, mainly coin-op conversions. There was only one drawback. Most of them were 'a disappointment'.

This year, Gremlin has gone car mad on its own, with *Super Cars* and *Lotus Esprit Turbo Challenge*, not to mention a rally game and a vector graphics bike game. *Super Cars* was the first viewed-from-above game that worked well. Now *Lotus* looks like it could be the first into-the-screen racing game that really cuts it. It's fast, smooth and responsive.

THE LOTUS POSITION

In *Lotus Esprit Turbo Challenge* you get to race on 32 (count 'em, 32!) different courses. To make sure you don't claim you lost because you were up against 'a better car' (ahem), all your opponents happen to be driving exactly the same motor. None of this Nigel Mansell "I'm not playing any more because Ferrari won't give me a car as good as Alain's" nonsense. If you come last, it'll be because you're utterly crap.

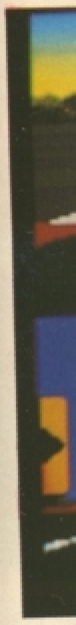
Unless you've got your eyes shut, you'll see that *Lotus* features split screen two player action. To help identify each other, you're both driving macho red Lotuses – the anonymous masses settle for 'mineral water' white.

Assuming, then, that you're going for the two player option, you select one of three difficulty levels. The easiest consists of a seven race season, the second ten races, the hardest fifteen races – hence the total of 32 different tracks. Not only are the seasons longer at higher levels but also the opponents drive better and the tracks are tougher. Then select manual or auto gearbox (for the trainspotters among you, the computer changes up at 6500 revs and down at 3500) and you're away. The camera flies up from behind to the grid, 3-2-1, wham! Straight up the rear end of the Lotus in front.

Once you've got going, it's a question of weaving your way up through the field, keeping a particular eye on your human opponent. If you ram a car or an obstacle, it slows you right down so accurate driving is a must. During the race, you also have to watch your fuel consumption (it varies depending on your revs) and go into the

HOW TO DRI

A bad craftsman always blames his dog. No, hang on, that's not it, a bad dog always blames his tools. Or... erm, anyway, bad gamesplayers always blame their control system. "Well I wouldn't have come off the bend backwards at 190 if you didn't have to press the 'B' key while wiggling the joystick from left to right to slow down, would I?" Gremlin has anticipated this and offers two different joystick control combinations for *Lotus*. You can push forward to accelerate, fire



Hur

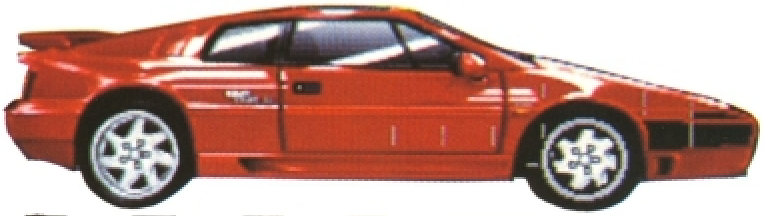
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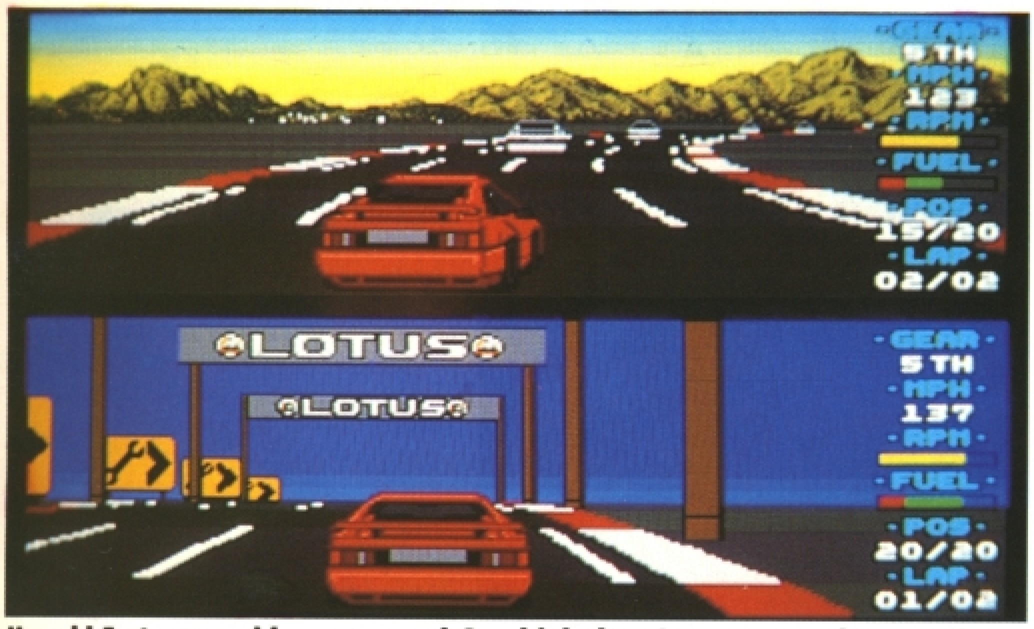
TURBO CHALLENGE



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Hurrah! Fast cars and loose women! Good job there's a spanner shop, really.

pits when necessary to fill up. You can break off refuelling when you want, so if you're near the end of the race and just need a quick top up then you can get back into the fray almost immediately.

In order to continue the season, you have to finish in the top ten. If (by some extraordinary feat of shandy drinking) only one player makes it through, the other will also qualify, but without points. The order of the next starting grid follows American stock car racing rules: the car that finishes first in a race starts the next on the back row, the guy who cruised in last lines up at the front. This means that the player who comes in first out of the two human drivers will be chasing the loser in the following race – an excellent system (particularly if you drink alcohol-free cocktails).



40 pints of 4-star and a straw, please.

Gremlin is pretty excited about *Lotus* – not to mention the other racing titles up its sleeves. The rally game will feature a digitised co-driver's voice reading pace notes and some natty graphical touches – including rain and night driving. It's also rumoured to be a bit of a 'difficult one' to master. The bike game will probably carry the blessing of Team Suzuki, ZERO can reveal, and promises a realistic 3-D vector graphics view – in other words, the horizon tilts, not the bike. You can almost feel your kneecaps being ripped off as they make contact with tarmac at 160 mph. There's a lesson in there somewhere. *(Yeah. Don't go Superbike racing with shorts on. Ed.)* STOP

DRIVE THE *LOTUS* WAY

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to change up, pull back to decelerate, fire to change down; or, if you're crap at that, you can accelerate using fire and change up and down with the joystick. In both cases you steer by... erm, *you* can work that one out.



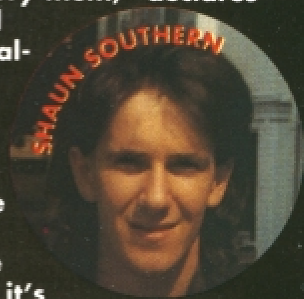
WHAT'S WHAT

TITLE	Lotus Esprit Turbo Challenge
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST/Amiga/PC to follow
RELEASED	End Oct/Early Nov

MAGNETIC FIELDS (FOREVER)

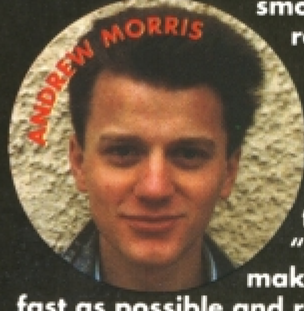


Lotus **was conceived in a steamy computer chip sort of way in January while Shaun 'Sout' Southern was helping finish the ST version of *Super Cars*. He has come up with a set of drawing routines that make *Chase HQ* look like, erm, a game that isn't as fast as *Lotus*. The secret, apparently, is in the road. "The sprites are going as fast as their little legs can carry them," declares Shaun, "the real speed is in the calculations necessary to draw the road. And that's what makes the game so impressive."**



"Erm, excuse me actually, but it's the sprites that make the difference," pipes up graphics bod Andrew. "They're brill. I don't know who did them. Oh, *I* did. Well, there's a thing."

All the sprites move incredibly smoothly and realistically. A 'pit' sign, for example, consists of 17 different sprites as it races towards you! "We wanted to make the game as fast as possible and really playable, rather than go for a realistic simulation," says Shaun. "But it does incorporate many of the Lotus specs. The gear ratios and the revs are accurate, and the top speeds. The only thing we've tweaked is the acceleration to pile on the adrenalin."



Did you have a go in a Lotus Esprit Turbo SE to help you get the sensation of speed right?

"Erm, no, not exactly, but I did spend a lot of time driving my truck very fast indeed over stripey kerbs. It's almost the same and a lot cheaper."

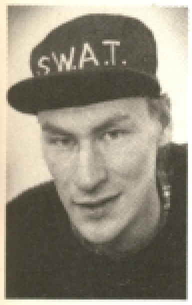
Oh dear.


KICK OFF 2

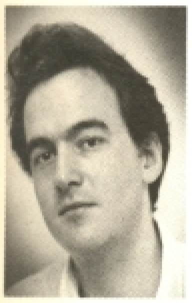
ZERO reviews

CRITICS' CORNER

The publisher is to be wed. Lo! Behold – a loving couple to be united in the eyes of God in holy wedlock. Sounds more like an excuse for the ZERO team to get bladdered and ale'd to the eyeballs to me. Let's see how they got on...



Tim Ponting: As the nervous couple readied themselves at the back of the church, organ music wafted over the assembled crowd. The priest waved his incense doofer around a bit. Suddenly, Tim, the demon drummer, let rip with an apocalyptic left-handed synchronised shuffle breakbeat. Such was the ferocity of this impromtu dance rhythm that the bride and bridegroom were forced to don tracksuit tops, cut their hair into bobs, and 'rave-on' down the aisle. By the time they reached the altar, the police had raided the small church and arrested the priest and three altar boys for burning controlled substances.



Paul Lakin: Paul, educated at Oxford, Cambridge, Harvard, Eton and the Prunella Scales Prep School for Girls, was acting as best man, usher, altar boy and bridesmaid (a flashback from his Prep school days). At the reception meal, he decided to entertain the dining kith and kin with a lambent lecture on Lithuanian Marriage Rites. "It is customary," he began, "for the bridegroom to disembowel a live cow, extract the still steaming stomach, and devour the cud therein. Then the bride and groom play blow-football with the beast's epiglottis, using sections of the still damp duodenum as 'straws'." The meal went down a treat.



David 'Macca' McCandless: Violent psychotic, earwig-eater Macca took it upon himself to act as 'bouncer' for the bride and bridegroom's disco get-together. Macca headed for the door to find a tall balding man there. "I'm the bride's father," the man said. "You over 18?" Macca snarled. "Yes!" the man exclaimed, "I'm 53. I'm the bride's father." "You got some ID?" Macca growled. The man insisted that he was the bride's father but Macca wasn't daunted by that ploy. "Ho-bloody-ho. I've heard that one before! And I suppose if I don't let you in you'll tell her to sack me." "Yep." Ah.



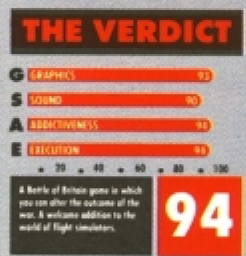
David Wilson: Unfortunately, due to Macca's imposing presence at the door, no one got in to see David's great crooning tribute to the history of matrimony. Starting off his 'set' with *Get Me To The Church On Time*, he slipped easily into Barry White's *Fat Sweaty Blubbery Lurve* and the Gyspy Kings' *Olé! Love Is For Gringos, Señor.* Moving swiftly through Sinatra's *I do (I do) I do be do be do!*, he finished off a fine gig with George Formby's greatest: *She May Work In A Laundrette But Boy Does She Know Where My G-Spot Is.*



Duncan MacDonald: A week later, good old Dunc, snappily dressed in a black cowl and matching codpiece, turned up at the church. He wandered around the empty pews, had a quick pee in the pulpit and then mooched 'backstage'. The priest, who had just been bailed, greeted him with a quick: "Hello my son." Dunc explained that he was here for the wedding. He had just been to Amsterdam to buy a van, and had been delayed as his plane was hijacked and flown to Tripoli, so he was a bit late, but he hoped he hadn't missed all the booze. The priest explained that the wedding had been and gone, and there was no booze left at all. "But, my son," the priest went on in a secretive cockney accent, "I can give you an excellent deal on some top-quality incense."

WHAT'S WHAT

Not still foxed by our simple yet impeccable scoring system? Oh alright, you can have another chance.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

WONDERLAND



Alice is on the move! Sick of being stuck in a dusty old book, she's taken up residence at a new abode – in Magnetic Scrolls' *Wonderland*. We sent *Mike Gerrard* to check out her hip new quarters...

Alice was beginning to get very tired of sitting by her sister on the bank, and of having nothing to do: once or twice she had peeped into the book her sister was reading, but it had no pictures or conversations in it, "and what is the use of a book," thought Alice, "without pictures or conversations?"

"And what is the use of an adventure game," thought the magnetic Anita Sinclair, "if it's only as good as *Guild Of Thieves* or *The Pawn*? They might win all kinds of awards and sell trillions of copies, but they could be better *and* appeal to everyone in the world!"

"And what is the use of a wonderful book like *Alice In Wonderland*," thought games designer David Bishop, "if no-one ever turns it into an adventure game?"

So, way back in the mists of time – say about 1987 – Dave Bishop did his design and showed it to Anita Sinclair, who loved it so much she said she would publish it. She locked Dave in a room for three years while he wrote it and locked several dozen programmers in a different room while they developed the new 'Magnetic Windows' games system. When she thought they'd both done a good job, she introduced them to each other and the result was *Wonderland*.



"And what is the use of a game like *Wonderland*," said Anita's new publishers, Virgin, when the game was ready for release, "which is indeed wonderful with its moving graphics and multi-tasking windows and every convenience the player could want, but what is the use if it doesn't have music?"

"Oh sh... shame on you," said Anita, who then had to go away and add music to it till the mighty Virgin men were satisfied that they were about to publish one of the best adventure games in the history of the world...

CURIOUSER AND CURIOUSER

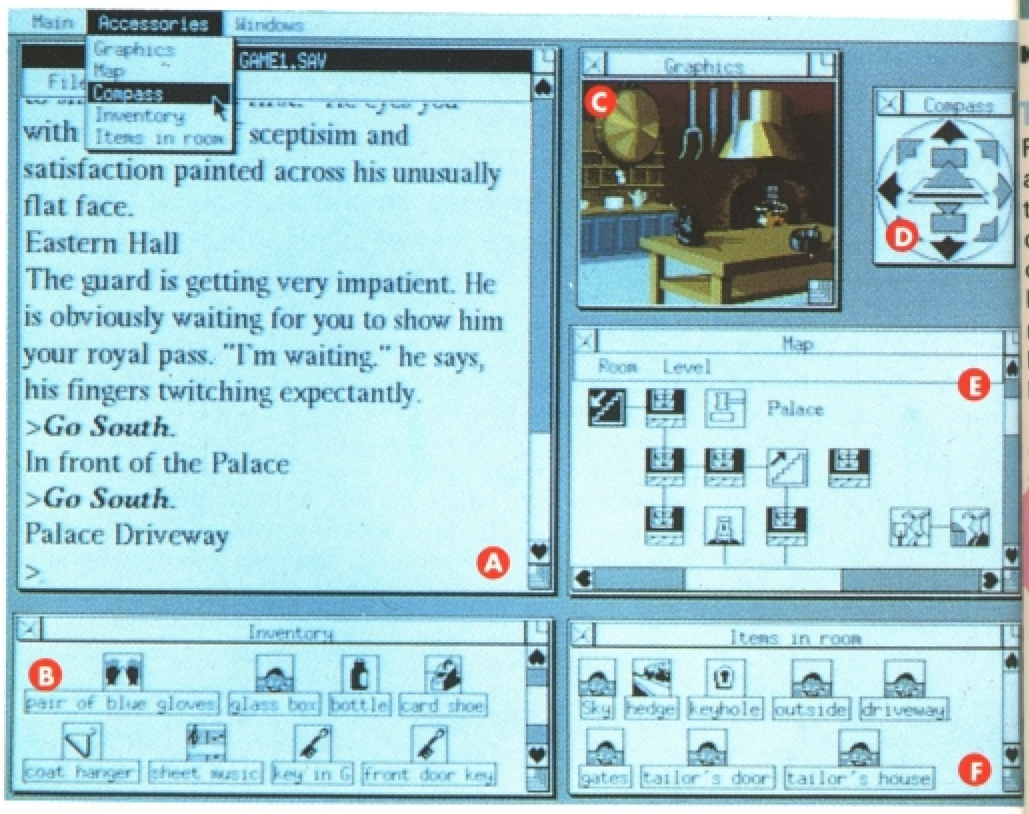
Lewis Carroll's book *Alice In Wonderland* (though it's actually called *Alice's Adventures In Wonderland*, hem-hem) is a natural for an adventure game.

The game begins like the book, with Alice following a rabbit down a hole into the underground sequence where her adventures take place. You fall into a hallway, a passage with lots of locked doors but no suitable key.

Down in the hallway you've got keys on the piano, and keys in the sheet music (C and G, to be precise), but will any of them open the doors? Well, one will, but the door's too tiny for you to get through. A quick check in the book shows the answer to this one, as does a clue in the game, and then the adventure opens out and you can explore dozens of locations. But there's no one specific solution to the game; so sometimes there are at least two ways of solving problems, and objects can be used in several different ways.

This open framework means you can wander off in any direction and find fun and weirdness everywhere. It's totally right for the book, where anything can happen, anytime, anyplace, anywhere.

There's no great quest in this game, other than getting through to the end and escaping the mad world and the clutches of the Queen of Hearts. But the fun is in exploring Alice's world. You also can't die in the game. Some of the things you do are 'fatal', but you're let off and put back where you were, older but wiser.



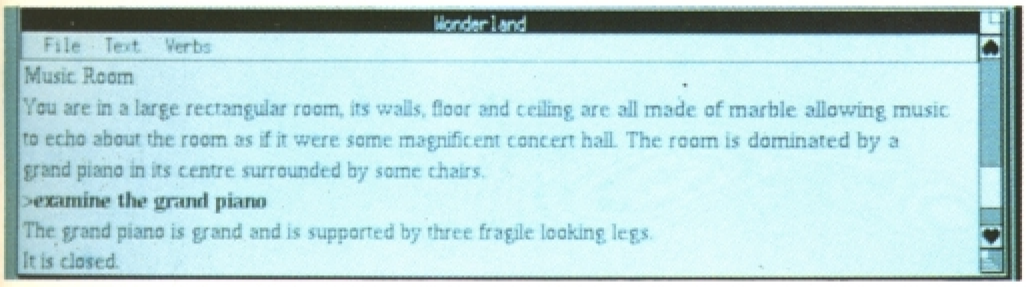
THROUGH THE LOOKING GLASS

Magnetic Scrolls has developed an entirely new system of windows, pull down menus and icons which make the game instantly playable and technically stunning. They can be moved about and set up in any way depending on your playing style.

- **A** Text Window
- **B** Inventory Window
- **C** Graphics Window
- **D** Compass Window
- **E** Map Window
- **F** Objects In Room

WHAT'S WHAT

TITLE	Wonderland
PUBLISHER	Magnetic Scrolls
PRICE	ST/Amiga £29.99 PC £34.99
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga: Out soon PC: October



Kick chair. Use chainsaw on piano legs.

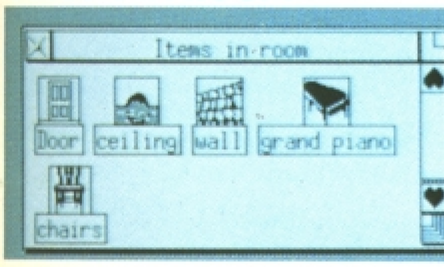
TEXTIST PIGS

For those who think an adventure ain't no adventure unless it's ram-jam full of those wordy things, *Wonderland* won't disappoint. It's got more words than the original book, though only about 100 are lifted straight from the page. These are mainly familiar phrases like the Queen of Hearts and her infamous "Off with their heads!" holler.

If you want to play the game as a text-only adventure, you can. You can arrange the screen exactly as you want it, and if you want to close down all the windows except for the text, and open that up to fill the screen, just click on your clicker and do it! You can then save your preferred layout so when you boot up again, up it will automatically pop.

Textist pigs will be glad to hear that at some stage of the game, everyone has to use the keyboard. The mouse alone cannot get you through. When you click on an icon, you open up a list of the commonest verbs, like EXAMINE, OPEN, GET, SEARCH and so on. The ones you *can* use are highlighted, so that a locked door won't have OPEN highlighted until you've unlocked it. Likewise a closed door will have OPEN highlighted, but not CLOSE. It's important to remember that the words on the list aren't the only ones you can use. That's a restriction with some systems, where you know if you try all the combinations of available words you'll eventually hit on the right one. With Magnetic Windows, you're still expected to use the old brain-box a bit.

OBJECTS IN ROOM



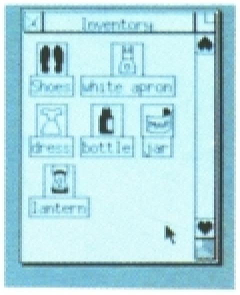
Icons can be moved between windows

When you arrive in any place the immediately visible objects are shown as icons in a special 'Objects in Room' window. You can close this down if you insist on searching for yourself, but this option does mean you don't have to waste time examining every single thing mentioned in the room description to check if it's relevant. It's up to you and your IQ to examine the objects thoroughly, and figure out whether you can look under them, if it's wise to pick them up or open them, or whether you can perhaps do something else with them. The MS team hasn't thrown out all the old familiar adventure elements. They've taken the ones that work and brought them yelling and screaming into the 1990s, with the best 16-bit technology.

Double-click on an icon and another window opens up to give you the gen on it, or you can get the same result by right-clicking to bring up the verb's sub-menu and choosing EXAMINE. Here's one tippety-poo – if you do it that way you use up a turn, and in some places you only have a set number of moves in which to do something. If you double-click and read the window, it doesn't clock up as a turn.

You can also drag the icons around, to pick them up or drop them. No need to type DROP TROUSERS – just click on the icon in your inventory and drag it over to the 'Objects in Room' window.

INVENTORY



A shandy bottle?

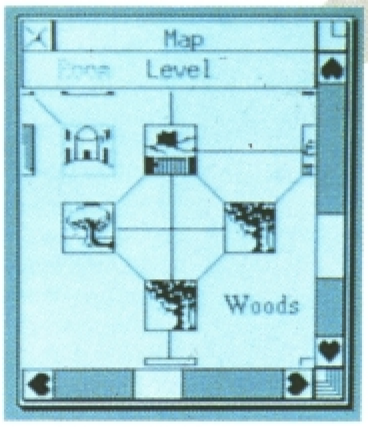
Like the 'Objects in Room' window, really, except that it's your 'Inventory' window. With icons and that. And you can move it around and all that. And, er... that's it, really.

THE MAP

No more map-making misery, unless you think it's fun, in which case you can still go ahead and do it if you like. But Maggie Scrolls has borrowed the technique introduced by Infocom of on-screen mapping, and made it even better. Each location you reach is automatically added to the on-screen map window.

With the map displayed, your current location will be flashing, and each place has its own bit of graphic to help you recognise it. A few of them have text descriptions too, to help you keep your bearings. (Personally I keep mine in a biscuit tin under the bed, but that's between me and the district nurse.) The map is on several levels, with an option to 'Go To Next Level' at the places where you climb up or down stairs. These upper and lower levels are then superimposed on the main map.

And there's more.



Use it or get lost.



You can click on any location, and go straight to it. No more tedious inputting of N-N-E-NW-S-S-SE-W-S-S-E-W-D-D-S-E to get from the place where you find the rhubarb back to the place where you left the custard. Of course, you can't go somewhere if there is a problem in the way – in Wonderland, Alice is constantly changing her size, and as a result she'll be too big or too small to pass through certain places.

THE GRAPHICS

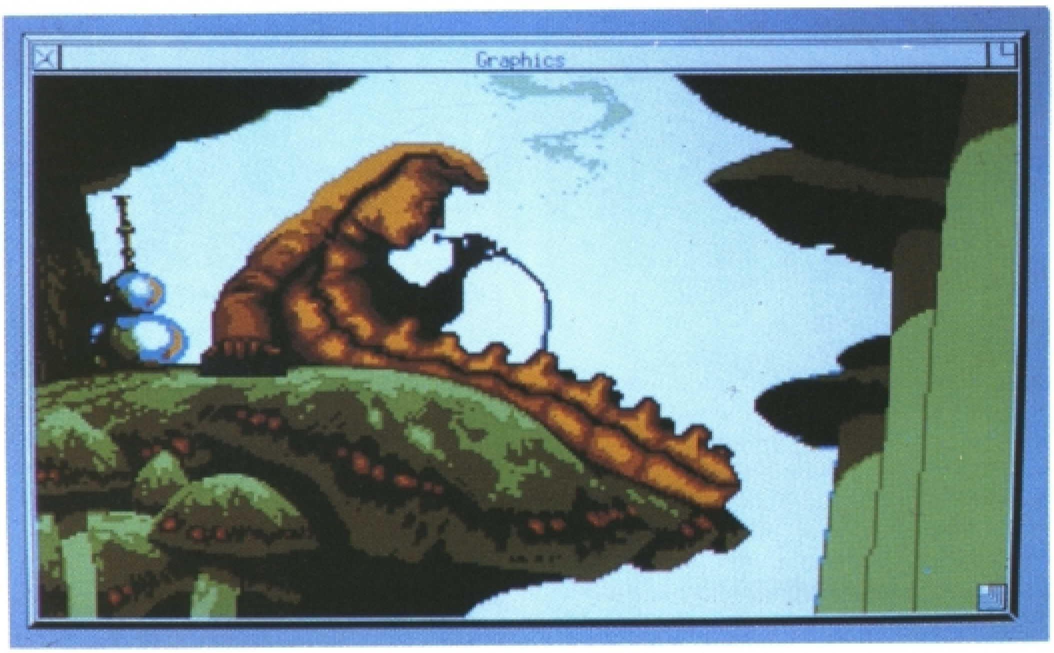


Sofa so good. ***(You're fired. Ed)***

What can you say about Magnetic Scrolls' graphics? Only that the *Wonderland* piccies are superb, even by Scrolls' past high standards.

The inclusion of moving graphics has given the programmers a new lease of life. We used to be impressed by the way the pictures could be pulled down from the top of the screen like a roller blind, then shoved back up again out of the way. Well cop this. In *Wonderland* you can pick the graphics window up and move it *anywhere* on the screen, and the animation in the window still continues. You can click on the picture and be told what some of the contents are (in case you don't recognise things like grass and trees). It's fun to try and click on the objects that move across the screens, like horses, birds and in one beautiful woodland scene, a few deer. It doesn't add much to the game, nor does the fact that you can close down part of the window and slide the graphic around behind it – but it's fun!

Some of the animation is very simple, like a dripping tap, and some is very subtle, like rooms where nothing happens for ages then a curtain briefly wafts in the breeze. Other animations are half-way to being cartoons, like the one where Alice watches a fish-faced footman deliver a message from the Queen to the Duchess.



David Bishop attempts to play *Flight Of The Bumble Bee* on the, erm, 'hookah.'



I loved the bit where you climb in a dumb-waiter, from which you then look out on the room you've just left, and the graphic moves up or down, showing the moving brickwork complete with rope shadows as you pass from one floor to another. It's great staying in there and going up or down a few times. There's lots of extra little features like this , so there's more pleasure to be had from the game than merely solving it.

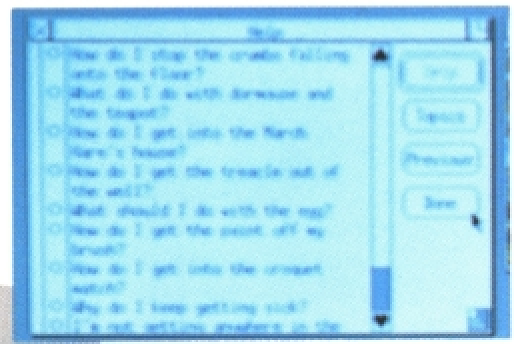
THE PACKAGE

In the box will come a set of disks as thick as a brick, the exact numbers varying according to the version. PC users are recommended to use a hard disk to minimise the disk-swopping, but ST and Amiga owners should be able to manage without. Even so, you'll still have about six or seven disks in the box. You'll also get a large black and white map of the area, plus a 100-page manual, though I don't know what they'll put in it as the system's so friendly you can just load up and go. Oh, also in the box will be a recipe for treacle tarts.

THE MUSIC

The music was still being bolted on to the version I saw, but already bolted was the Mad Hatter's Party music, which was very jolly and slightly mad. The rest was on tape but just as good. Seven pieces of music have been commissioned and these will greet you when you reach certain locations, but don't expect constant music throughout the game as you might get with an arcade blaster. ST and Amiga versions will get the full monty, but PC owners will need the Ad-Lib add-on board as there's no attempt to coax the pulsating gypsy rhythms from the bog-standard PC speaker.

THE HELP



***What* do I do with the dormouse?!**

There were doors all round the hall, but they were all locked; and when Alice had been all the way down one side and up the other, trying every door, she walked sadly down the middle, wondering how she was ever to get out again.

Suddenly she came upon a little three-legged table, all made of solid glass; there was nothing on it except a tiny golden key, and Alice's first thought was that it might belong to one of the doors of the hall; but, alas! either the locks were too large, or the key was too small, but at any rate it would not open any of them.

Rats, thought Alice, who was lost in the book without the benefit of a HELP feature.

That's just one of the gizzmos and funky friendly features that Magnetic Windows, the new games system, allows you. No more typing in coded clues like VHSD JHIO BAIO CJFY VKSW LOTB VOWF OFGE (etc. etc.) and then realising you've got one letter wrong. In fact, if you do mis-type something in *Wonderland*, the built-in word-processing features allow you to correct it without having to retype the whole caboodle. You can cut and paste phrases from one part of the screen to another, allowing you to repeat lengthy commands with just a few clicks of the mouse.

POETRY BOX

"Twinkle, twinkle, little bat!
How I wonder what you're at!
Up above the world you fly,
Like a tea-tray in the sky."

Mike: There's so much in the system itself, let alone the game, that it's hard to know where to begin.

I've dealt with the wondrous Windows system over the page, so what about the game and story? Unfortunately, Virgin Games wouldn't let me take a copy of *Wonderland* away to play at home. I was given the freedom of the keyboards for a few hours at its London office, although it's not easy playing an adventure when the game's designer leans over your shoulder every ten minutes and sniggers at what you're trying to do, then says: "That problem's fairly easy, actually."

HASSLE FACTOR: 0
Windows ahoy!

It's a very open adventure, designed to appeal to people who maybe haven't tried an adventure before. Regular adventurers will try it and love it, but newcomers will find it very accessible and easy to play... if not easy to solve. It's more like being in a real world (or a surreal world in this case) than any game I've played for ages, with tons of objects you can pick up, examine and put down.

Dave Bishop says he can play through the game in six hours, knowing exactly what he's got to do, and reckons it would take the average player at least 80 hours to solve all the problems.

A final verdict has to wait till I've taken the game home to the privacy of my boudoir and stayed up till the small hours prodding the problems. But from what I've seen so far, *Wonderland* is set to knock people's socks off... so better put some socks on now and be prepared.

The Scrolls/Virgin team says that if *Wonderland* is a success, it's inevitable they'll want to do the follow-up, *Through The Looking Glass*. If I were them I'd start writing it now. STOP

THE VERDICT

G	GRAPHICS	95
S	SOUND	90
A	ADDICTIVENESS	95
E	EXECUTION	95

Likely to put adventurers and others in Wonderland for weeks.

95

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Cadaver™

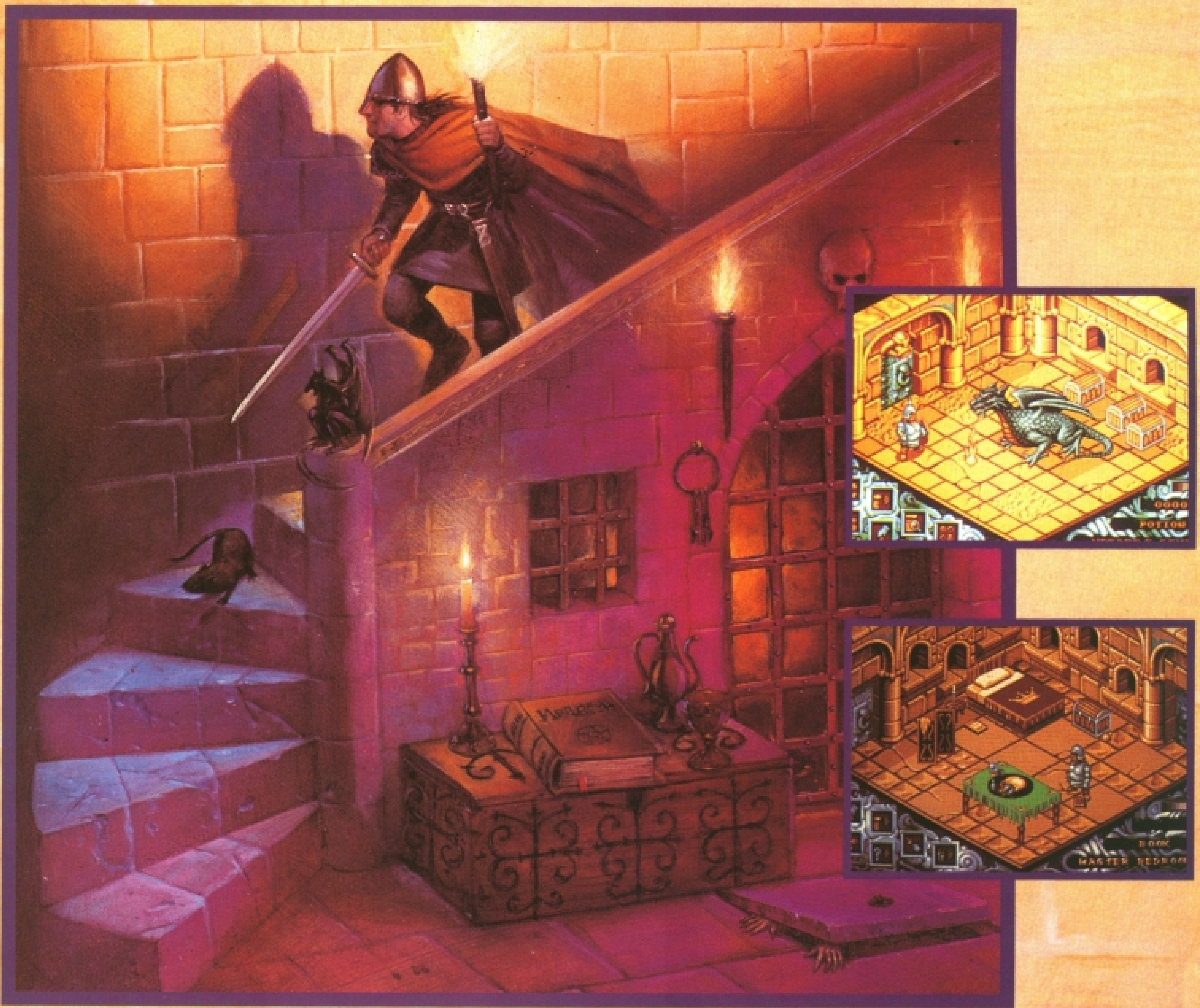


IMAGE WORKS

Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

His history is steeped in blood: A feud between the kingdom's heirs, a battle won by magic and a massacre that stained the battlements red with blood. In the aftermath many adventurers tried to unravel the enigma. None returned alive.

But fate has nurtured a hero. No valiant knight or swarthy soldier but a liar, a mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to man. His motive? Not honour or love or a personal feud; not a crusade against evil or a deep hatred of Necromancy; but treasure! and Castle Wulf is bursting at the seams with it...

Cadaver is the interactive fantasy adventure you've been waiting for. Stumble through a labyrinth of age-old passageways, explore the mystic contents of Wulf's secret rooms, battle to the death with hideous monsters, grapple with supernatural traps and puzzle over the enigmatic spells of Necromancy.

- A complex interactive game environment with hundreds of different rooms and locations.
- Mind-bending puzzles.
- A wide variety of available weapons.
- An array of spells and mysterious magic potions.
- A vast menagerie of monsters, including mutated rats, man-size water lizards and gigantic fire-breathing dragons.

Cadaver – survive it and it's an experience you'll never forget.

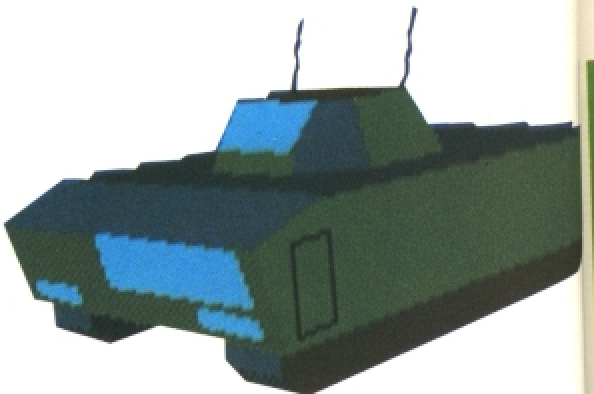
Image Works Irwin House,
118 Southwark Street,
London SE1 0SW,
Telephone 071 928 1454
Fax 071 583 3494

THE BITMAP BROTHERS

Screen Shots from Atari ST version

review

BATTLE COMMAND



ZERO HERO

Carrier Command was one of those 'classic' games that dominated hints and tips pages for about a zillion years. Now Realtime Software has finally finished the sequel, _Battle Command_, of which there's a playable demo on the front of this very mag. Not only that, here's a review as well... Blimey!

They say that a picture paints a thousand words. If that's the case then a fully playable demo of a game must paint at least eighteen trillion words. And that's what you've got on this month's cover disk – a fully playable demo. So, while this review could be limited to just a little further information, spare a thought for your PC owning cousins – who are still completely in the dark. For them, then...

The only similarity between *Carrier Command* and *Battle Command* is that they both have the word 'command' in the title. In *Carrier Command* you were mucking about in boats and planes and controlled everything with icons. In *Battle Command* you're mucking about in a tank and there aren't any icons at all (well, hardly any). The scenario is thankfully quite a simple one – the North (you) is at war against the South (the computer). You have at your disposal an armoured vehicle (called a Mauler) and a host of rather funky weapons. The computer has at its disposal loads and loads of tanks, planes, helicopters and other vehicles – not to mention a giant slingshot cunningly fashioned from one of Claire Rayner's bras. *(Are you sure about that last one? Ed.)* Mega shoot 'em-up ahoy, then – except it isn't quite. There's a bit of thinking to do as well. The further you progress the more you need to use reasoning and deductive skills (although you still need the quick trigger finger).

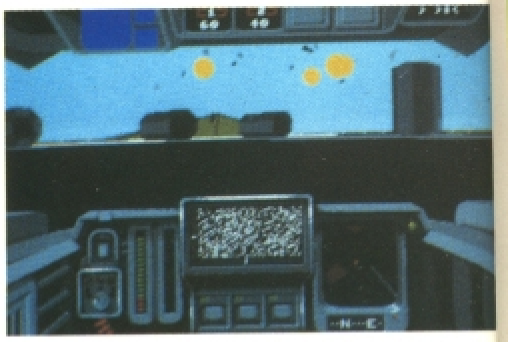
There are heaps of missions – about 15 – which can be taken in any order you desire, although it's best to stick to the order you're given since on completion of a level, more weapons are made available to you.

Let's take a look at the first mission. There's not much thinking required here. Just arm up with a cannon and a couple of types of surface to surface missiles and steam in. The opening sequence shows you being airlifted (or airdropped, really) into the middle of enemy territory. You're now on your own, and have to 'shoot absolutely everything that moves'. Unfortunately there are a lot of things moving – and they're all going to shoot back.

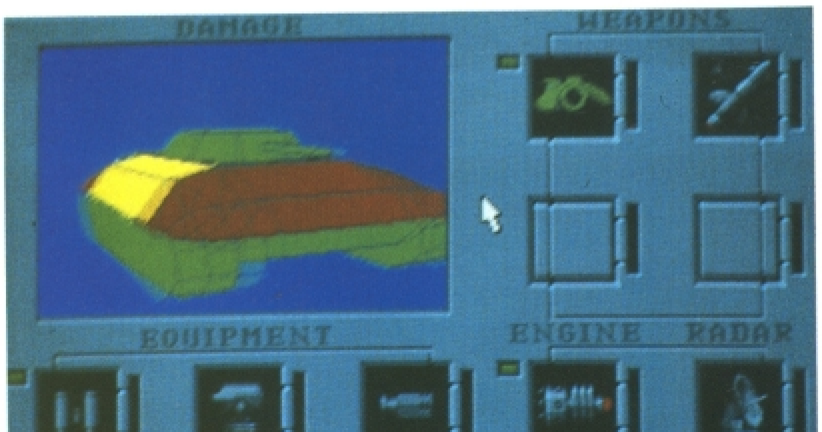
The best course of action is to be stealthy, keeping one eye on the radar and the other on your, er, radar – sneaking around and picking things off before they know you're there. The trouble is that there are spotter vehicles (land based in this first level, but aircraft later on) and if one spots you it'll radio your position back to base. Hiding behind things helps – hills are the best, because if you hide behind a building an enemy can quite simply destroy it, leaving you feeling as vulnerable as if you'd woken up naked in the middle of Sainsbury's after a sleepwalking session.

The play area, while not the biggest in the history of computer gaming, is certainly substantial – and as well as the small settlements and hills, there are also railroads, lakes, rivers, lakes, rocks, pylons and bridges all over the shop. Oh, and trees, roads and hedges.

Assuming you're pretty canny and survive the first mission, you then have to drive to a predetermined point so the helicopter that dropped you off at the beginning can come back rescue you (er, and take you to the next, much much harder mission). Cripes!



Three orange balloons? Reminds me of a Eurovision song contest winner.



Ah ha! This tank has obviously been painted by the Mondrian camouflage school. _(Actually the colour blocks represent damage, you clot! Ed)_

WHAT'S WHAT

TITLE	Battle Command
PUBLISHER	Ocean
PRICE	ST/Amiga £24.99 PC tba
FORMAT	ST/Amiga
RELEASED	November

INSIDE THE MAULER



1 Available weapons, of which you can have up to four. You can toggle between them with the arrow cursor.

2 The homing scanner. If your mission has a primary target, this will let you know in which direction you need to travel to get there.

3 The radar. A very good radar in fact. All the different objects are shown in different colours. Aircraft are yellow, tanks are red, hills and rocks are brown and so on.

4 Velocity gauge. The speedo, basically. If the bar's green you're going forwards. If it's red you're going backwards. If there's no bar at all then you're obviously an Austin Metro driver and are doing no miles per hour whatsoever.

5 Fuel gauge. When this reaches 'empty' the only way to get more is to invade Iraq. Actually, there is a way of refuelling, but this is one of the many "you have to think about it" bits of the game. (Maybe it's got something to do with the train. Or maybe not.)

6 The compass. With this you can make perfect circles without having to draw around the edge of your mum's dinner plate. *(Wrong compass you plonker. Ed)*

7 The onboard monitor. This is used for several purposes (and you can press a button to make it the full size of the screen). It's a pair of binoculars, it's a missile sight (you aim them from the monitor – and can even travel with them, guiding them with the mouse) and it allows you to see in the dark using Infra Red optics. Oh, it can also serve as a rear view mirror.

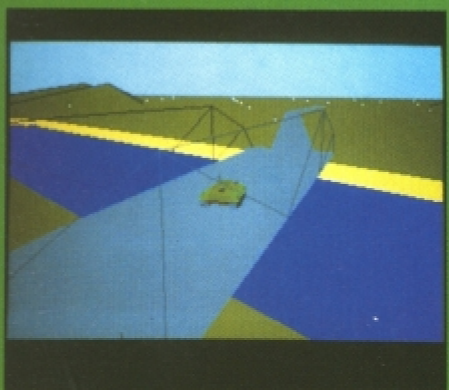
8 **9** **10** These are the buttons that control the monitor mode.

11 This knob sets your binocular magnification.

12 Once you've completed a mission and returned to the correct place, press this and your helicopter will come and pick you up.

13 A thing for sales reps to hang their jackets on.

OUTSIDE THE MAULER



You want an outside view of the action? You've got it. There's one that always points north (you see yourself turning) and another that looks from directly behind your tank (it revolves with you). You can zoom in and out and up and down to your heart's content. The only view you can't get is 'viewed from beneath,' which somehow doesn't seem to matter very much (mind you, car mechanics will be a mite peed off).

Dunc: Well, you've seen it (unless you're a PC owner), and it's pretty good, isn't it? Especially when you realise that you've got a substantially cut down version of the actual game – there's no night and day even. Eh? You didn't know about night and day? Well, a day in game time lasts one hour, so after half an hour's play, things start to get dark. Every thing gradually becomes silhouetted. That's why you've got an infra red detector. By the time the sun comes back up I guarantee that your underpants will be chock full of jobbies. (Unless you spend the thirty minutes of *Battle Command* night hiding behind a sofa with three halves of shandy, that is).

HASSLE FACTOR: 0
Two disks, one for the data and another for the missions.

Something else that's rather skill, is the 'uppy'/'downy' turret. In most tank games it's all automatic, with no chance of over or undershooting. In *Battle Command* certain weapons rely upon correct judgement of distance to be deployed successfully. Shoot at an unsuspecting enemy at too acute an angle, or overshoot, and it's immediately alerted to your presence (and starts to fire back). That's the stuff.

While *Battle Command* isn't the most original game in the world (being along the same lines as *Voyager, Arctic Fox* etcetera) where it does stand out is in the graphics and atmosphere department. Very convincing. Very open. Very 'being there'. Add to this the increasingly complicated missions with a growing IQ factor and you have something of a corker that'll keep you coming back for more and more. And that's the rub really, isn't it? Oh, and because we're all still feeling guilty about PC owners and their lack of a cover disk, I'll add that the VGA graphics are probably the best of the lot!

THE VERDICT

G	GRAPHICS	92
S	SOUND	85
A	ADDICTIVENESS	92
E	EXECUTION	90

A mighty sequel to the mighty *Carrier Command* – except it's rather different.

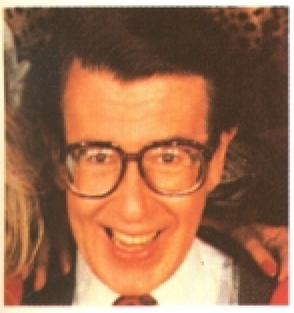
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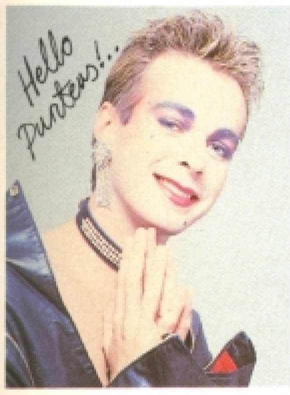
MONTY PYTHON'S FLYING CIRCUS
THE COMPUTER GAME
IT'S A GOOD GAME
NO IT'S NOT
YES IT IS!
"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". Zero 89%
"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". The One 85%
ATARI ST
AMIGA
SPECTRUM
COMMODORE 64
IBM PC
AMSTRAD
Virgin
GAMES

KILLING GAME SHOW

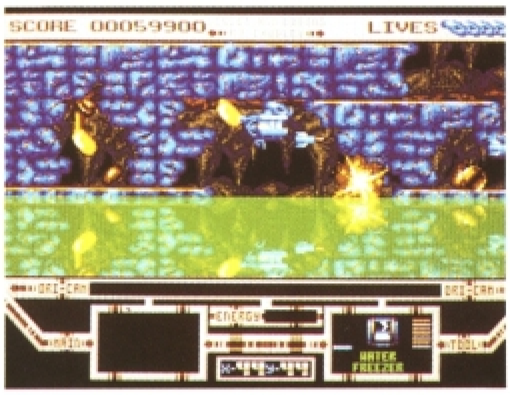




Psygnosis invited ZERO to 'Come on Down', 'take out the *Blinkety Blonk* cheque book' and 'get killed'(!) in their latest game, *The Killing Game Show*. *David 'Don't touch the pack, we'll be right back' Wilson* is the first contestant.



Just imagine if Bob Monkhouse congratulated you on winning *Full House*, saying, "Your prize is a red hot three-pronged spike up the... " Hang on a mo... Drat! Macca used up all the best *Killing Game Show* gags in last issue's *Underwraps*. Hmm, he also told you that the *Killing Game Show* is a brilliant multi-scrolling side on shoot 'em up... and that the setting is a massive vertically placed cylinder with a network of platforms. And that you have to make your way up to the top, whilst the cylinder slowly fills with water. That apart from the usual swarms of aliens to destroy, you'll also have to shoot pods to receive weapon power ups and keys. Use different keys to open doors – your problem being that you can only carry one object at a time. And that this means you'll have to use a bit of strategy to be holding the correct keys at the correct time. He also mentioned that at the end of each level you'll find further puzzles in the form of anagrams and visual puzzles, and that you'll need to solve these to progress! Erm... so there's not much else to say really. I know, let's talk about television. Did you know that although John Logie Baird produced the first television picture, he didn't invent the electronic television system we use today. This was invented by an American called Philo Farnsworth, in 1927. So in a manner of speaking it's Philo Farnsworth we have to thank for such TV gems as *That's My Dog (That's enough talk about television. Ed.)* Er... sorry, anyway 'Don't go away, STAY!' and we'll look at the review...



Blimey! I could be in for an early bath here. Good job then, is it not, that I've got a Water Freeze doopha.



There's absolutely no problem with small, blue, pointy squares when you're packing laser shots!



Oooh! It's just like *Tom's Midnight Garden* on this level, all Victorian brickwork and ivy leaves.

AMIGA

David: As Macca pointed out, *Killing Game Show* doesn't have too much to offer in the 'radically innovative shoot 'em up' department, and yet it certainly stands out amongst the current fare in this genre. It does offer one great new feature in the form of an 'interactive instant replay'.

If you struggle through the game and get killed, you'll get to see a replay of your exploits. You can then butt in halfway through and take over from just before your untimely end. Hurrah! No more going all the way back to the start with this baby! If you happen to have gotten extremely far into the game then you won't have to watch the replay for ages either, 'cos there's a fast forward button too! (Oh, should you so desire, you can also change the colour palette).

Apart from this there's ton's of alien blasting, and platform running and jumping. The graphics are up to the high standard we've come to expect from Psygnosis – check out the opening animated sequence where your machine 'wakes up' and blasts the wossname out of a mechanical target as it moves down a track! Some alien sprites aren't very imaginative – the sort of little 'Polo mints' or squares that are the usual Thalamus fare but they explode very nicely. The rising water with it's reflective surfaces, the joy of multiple weapon systems, and the nice level of difficulty it's pitched at, all make *Killing Game Show* a rather meaty shoot 'em up.

Hassle Factor: 0
None really, but did you know that the first public television service started in Great Britain in 1936?

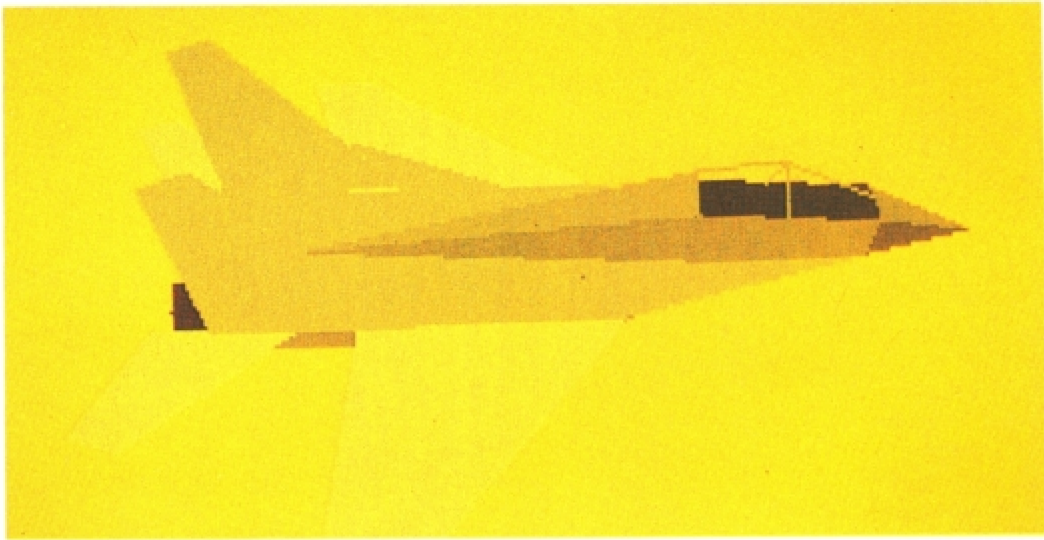
GRAPHICS 90	ADDICTIVENESS 88	OVERALL 89
SOUND 85	EXECUTION 89	

WHAT'S WHAT

TITLE	Killing Game Show
PUBLISHER	Psygnosis
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now/November

MIG FUN

Everybody by now must have 'flown' an F-16 – and probably several other American aircraft as well. But what about a Russian plane? Nope? Well, you'll soon be getting the chance, what with Domark's first flight sim, namely *Mig-29 Fulcrum*, and Electronic Arts' *Stormovik*. We set *Duncan MacDonald*, owner of the West's smallest brain, the task of finding out more.



The Mig-29, a fighting machine that is so sophisticated it doesn't even need an engine!

MIG-29 FULCRUM

My brief was simple: "Domark is having *Mig-29 Fulcrum* coded at The Kremlin. Go there and see how the project's fairing." 'No problem,' I think as I disembark from the Aeroflot flight TU-204 at Moscow airport, the chill northeast wind turning the hood of my Parka into a mini windsock. Then things started to go wrong.

Within hours I was on another Aeroflot TU-204 – but this time it was headed in the opposite direction, and I was surrounded by five armed KGB officers. So much for Glasnost. A quick phone call to ZERO ascertained that "The Kremlin" I was after was in fact situated in Addleston, a rather small town in Surrey.

A short taxi ride later and there I was, in the reception area of Domark's The Kremlin, shaking hands with John Kavanagh, the General Manager. I asked him why it was called The Kremlin. "Domark's wacky sense of humour," he replied in his mild Irish accent, rolling his eyes as if he were rather sick of being asked this question. "The other office has been dubbed 'The White House', so we get internal memos between The Kremlin and The White House – it tickles Dominic and Mark's sense of humour. I have to answer the phone and say 'hello, The Kremlin'. If I ever catch the guy who actually thought of it, he's dead."

Pretty soon we were talking, as you might have guessed, about the Mig-29 Fulcrum. In case you didn't know, the Mig-29 is a rather spiffo piece of flying



This must be London, thinks Dunc, look there's Big Ben...

hardware. It's acknowledged by NATO as the finest air superiority fighter currently in service anywhere in the world.

So what's so brilliant about it? Over to John again. "Oh, you've really got to see one fly to appreciate it. The power of the things. The Russian pilots have this trick they like to do at airshows (*it's called 'crashing', isn't it? Ed*), where they take off from the airstrip, up the undercarriage, and then point the nose vertically up and climb. Then, when they reach a safe altitude they cut all power. The Mig slows, reaches zero speed, and then starts to drop back towards the ground – with the nose still pointing directly up. They then stick the throttle on full, bring in the afterburners and halt the descent purely on the power of the engines before flying up and away. We're talking ballistic here." I wondered if you could do this in the game – the answer was a resounding "yes." The speed indicator goes into negative numbers.

So what's the scenario in which you get to fly this beauty then? Well, there's the initial 'Pilot School' followed by five missions (the fifth mission is only available on completion of the previous four). In Pilot School you'll be in a two seater Fulcrum with an instructor, and you'll have to carry out various manoeuvres – if you cock up, the instructor takes control of the plane. There's taking off, doing a three point reccy, and then returning to base (and landing) for instance. Or a spot of bombing (and then landing). You know the kind of stuff. You'll have to complete Pilot School before you can have a crack at the missions though, so let's hope you're not crap (especially at landing).

The first mission is unusual in that the idea is to actually *avoid* trouble. There's an American sub, you see. It's miles and miles away, inside NATO territorial waters, and it's trapped in ice. You've got to go and photograph it for the Russians before the ice breaks up. And, because you don't want to provoke World War III, you mustn't shoot anything. Imagine flying all that way and then not being able to blow anything to pieces. It's enough to make a grown man sink to his knees and blub his heart out.

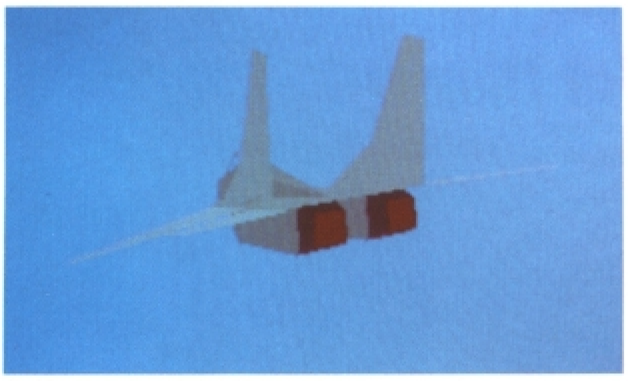
Anyway, the other missions, you'll be pleased to hear, are full of action. Shooting action, blowing up action and carnage action. Great stuff! But how will the plane handle? Well, you'll be even *more* pleased to hear that realism is

★MIG FUN★

adhered to as much as possible. The actual coding is being done by Simis, a group of professional flight sim programmers with five years' experience in this field with British Aerospace. Other help has come from the soviet news agency, Tass!

Digital Integration's *F-16 Combat Pilot* was, for me, always the most 'realistic' flight sim in the way the plane flew – it was just the cramped cockpit views and lack of an exterior camera that let it down. In *Mig-29 Fulcrum* we're going to have, like *Combat Pilot*, a very accurate flying model – plus all the views from, say, *Falcon*. There's going to be provision for Amiga owners to use an analogue joystick or yoke, but if you're an analogue-port free ST user there's no need to get depressed, because the joystick control on this machine will be 'pseudo analogue' (ie the longer you hold it in any given direction, the more effect it will have on the aircraft's inclination). The whole *Mig-29 Fulcrum* package is going to be extremely 'Russiany', with Cyrillic script and sampled speech from real rusky pilots. Whether or not *Fulcrum* is going to knock the spots off everything else remains to be seen, but let's have a quick look at the evidence so far:

(A) There's the realism of *F-16 Combat Pilot* plus the visual freedom of *Falcon*.



The Mig-29 struts its stuff!

(B) Your plane will go backwards (!)
(C) The scenario areas are so large that you'll run out of fuel long before reaching the 'edges' of the map.
(D) You'll get a chance to attack the Americans for a change.
(E) Included with the game there's going to be a free poster of a naked Russian chick with unbelievably ginormous bosoms*

WHAT'S WHAT	
TITLE	Mig 29 Fulcrum
PUBLISHER	Domark
PRICE	ST/Amiga £29.99 PC £34.99
FORMAT	ST/Amiga/PC
RELEASED	Christmas 1990

*Er, actually there isn't.



Just cos I'm a ground-attack aircraft doesn't mean I can't deprive this little ol' chopper of four propeller blades.

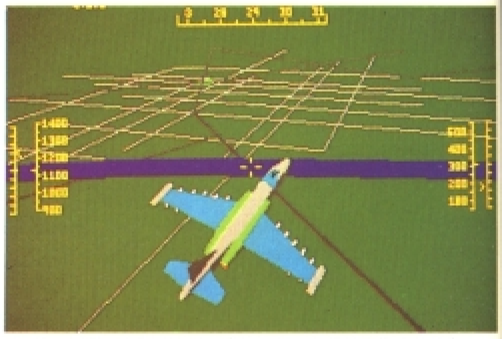
STORMOVIK

Stormovik is EA's newest flight sim title, and like Dom it has come up with a recipe to reflect the current of state of East West relations. Well… at least in terms of letting you play 'a commie'. On the scenario front, I rather suspect you'll still be blasting NATO since the action takes place in the 'Hot Zone' in East Germany! Anyway, Stormovik is the nickname the Russian armed forces have for the Sukhoi SU-25, reputedly the world's toughest battle-proven ground-attack aircraft.

In the West, it's known by its NATO codename, Frogfoot. Not very dynamic is it? Falcon and Thunderbolt, for example, sound rather mean machines, don't they? Frogfoot, on the other hand, sounds like a disease contracted by wading barefoot in a peat bog. Perhaps it's a morale boost to the West's forces, you know, calling all your planes after vicious animals and wildfowl, whilst calling all your opponents' craft after poncey flowers. "Look out boys, here come a squadron of Mikoyan Lupins!" Anyway, the Frogfoot (or Stormovik) is an attack and close air support craft comparable with the American A-10 Thunderbolt and is set to follow on from the brilliant *LHX Attack Chopper*, as the subject for EA's new sim, *Stormovik*.



Oi! I told you *I* was going as a Rusky!



A cunning Soviet pilot homes in on his target, only to discover that Wimbledon finished months ago.

Like *LHX, Stormovik* will boast a mass of exterior views (eleven in total!) allowing you to watch the battle from any angle, and 3-D polygon graphics in up to 256 colours. It also will feature the same sort of instant access style of gameplay that lets you get straight into the thick of the action instead of spending hours studying the manual. There are dozens of missions, and increasingly better weapons available to you as you progress through the ranks of the Soviet Air Army (VVS) in 'three distinct years of engagement, each with it's own set of mission scenarios and historical context.' Blimey! STOP

WHAT'S WHAT	
TITLE	Stormovik
PUBLISHER	Electronic Arts
PRICE	ST/PC £29.99 Amiga tbc
FORMAT	ST/Amiga/PC
RELEASED	October/Amiga tbc


PLAY 'THE BREED'...THEN FEAR THE NIGHT
Clive Barker's
NIGHTBREED
THE INTERACTIVE MOVIE
BELIEVED TO BE RESPONSIBLE FOR A SERIES OF MURDERS, AARON BOONE HEARS OF A PLACE CALLED MIDIAN WHERE A RACE OF SUPERNATURAL BEINGS LIVE, ISOLATED FROM THE INHUMANITIES OF MAN.
IN A BID TO ESCAPE THE UNJUST WORLD, BOONE DISCOVERS THIS UNDERGROUND NECROPOLIS, HOPING TO BE ACCEPTED AS ONE OF THE 'BREED'. HOWEVER, THIS AMBITION BECOMES FULFILLED IN A NIGHTMARISH FASHION, WHEN HE IS BITTEN BY PELOQUIN, A CANNIBALISTIC BREED MEMBER, AND THUS UNDERGOES AN INCREDIBLE TRANSFORMATION. UNWITTINGLY, BOONE LEADS THE POLICE DEPARTMENT TO MIDIAN.
IN A CIVILIZATION WHERE EVERYTHING THAT IS DIFFERENT MUST BE DESTROYED, THESE 'SONS OF THE FREE' MOUNT AN ENORMOUS ATTACK UPON THE UNDERGROUND CITY, AIDED BY 'THE MASK' - THE TRUE SERIAL KILLER FOR WHOM BOONE HAD BEEN MISTAKEN. HAS BOONE INICIATED THE DOWNFALL OF THE NIGHTBREED, OR CAN HE BECOME THEIR SAVIOUR?
A COMBINATION OF STRATEGY ELEMENTS AND ARCADE-STYLE ACTION MAKES THIS A GAME OF UNCOMPROMISING CHALLENGES, VARYING EVERY TIME IT IS PLAYED.
NIGHT BREED
Clive Barker's NIGHTBREED TM & ©1990 Morgon Creek Productions. All Rights Reserved.
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ocean
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER M2 5NS
TEL: 061 832 6633 · FAX: 061 834 0650

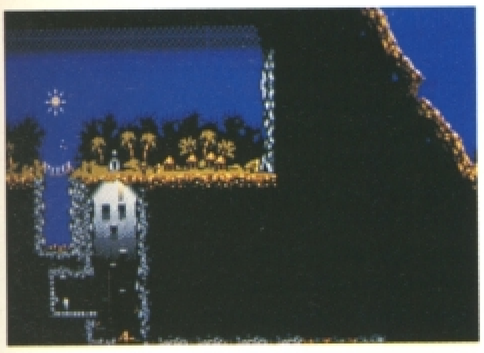

Flip-it & Magnose
EXCITEMENT ON TAP!
In FLIP-IT & MAGNOSE, two players can compete head-to-head on their mission across six action packed levels thanks to an innovative split-screen display. The question is – WHO WILL RETURN AS CHAMPION OF MARS?
Screen shots: ATARI ST version
TWO CAN PLAY AT THIS GAME! THE PLANET MARS IS RUNNING OUT OF WATER – AND ONLY YOU CAN SAVE IT . . . In a last ditch attempt to save the drought-stricken Red Planet, its two top agents, FLIP-IT & MAGNOSE, have been sent to Earth to collect enough water to save their planet. Sounds simple? Don't you believe it!
IMAGE WORKS
Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454
© 1990 Mirrorsoft Ltd.

GOLD OF THE AZTECS



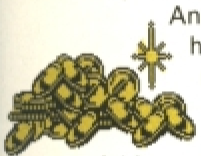
My gun can kill loads more people than your spear – that's called progress.

Due to complaints in the office *Paul Lakin* agreed to change his deodorant. To test his new Ultra Strength Pong Killer he sprayed a tick on his back and set off for the Amazon.



There are many ways of making your fortune in this exciting not-at-all mercenary century. You could hang around the stock exchange swindling. Alternatively you could invest £11.53 in a balaclava and a plastic Special Agent Revolver. Take this equipment into the nearest Building Society shout "Hand over the money or I shoot the old lady," and see what happpens. If none of this appeals to you then why not look behind that picture your Great Uncle Milo left you?

Well what have you found? A four hundred year old treasure map of course. And what does a 400 hundred year old treasure map mean? It means money. Lots and lots of money. And there's none of this non-negotiable currency nonsense. Treasure maps don't lead you to piles of old farthings and six-penny bits. Treasure maps of the 400 year old variety lead you to gold. Unfortunately they also tend to lead you into danger.



Fortunately in *Gold Of The Aztecs* you play Bret Conrad, a man with a lot of brawn, a fair share of brain and a tendency to shoot people if they breathe too loudly. Having located the Aztec map you barely pause to pick up your gun and sword before flying to South America and parachuting straight into a tree.

Not the greatest of starts really. Still there is plenty of time for things to get much worse. There's natives to shoot, carnivorous plants to avoid and traps to jump - and that's before you get to the caves. Once in there if you're not dead you'll almost certainly be lost as you climb, jump and swing up, down and across endless platforms picking up treasure and danger as you go.

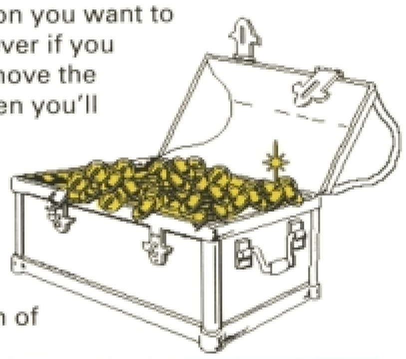
ST

Paul: This will be easy I thought. Yet another straight-forward shoot 'em up. A colourful and well animated one maybe, but still the sort of thing that a violent criminal offender like Macca would eat for breakfast. Three years later I was still trying to get past the third screen. "Oh foolish reviewer," said US Gold in answer to my pleas "this is a game of puzzles as well as bullets. Think before you shoot."



Oh well, I suppose it serves me right for carrying a Donor Card.

Well it goes against the grain but once I'd come to terms with the idea the game became a lot more accessible, though still challengingly difficult. The challenge comes from both the need for quick thinking *and* quick reactions. Unfortunately it also comes from the control system which has a couple of very irritating aspects. If you want to get your gun out you press the fire button. To use this gun you must press fire while pointing the joystick in the direction you want to aim. However if you forget to move the joystick then you'll find yourself holstering the gun instead of shooting it! This can of course be a little inconvenient – and very fatal. Also since you can't walk while holding a weapon, this means you can spend a lot of time getting tied up round your holster.



The game graphics are very colourful with quite a 30's cartoon look to them. If Tintin ever had a jungle adventure (so to speak) then it would look much like this. (Although the hero looks more like Bjorn Borg than the the boy with the quiff.) Backgrounds are detailed and gruesome, particularly once you get into the caves. It's even possible to access a detailed and slightly animated map of the game. (Not for the faint hearted.)

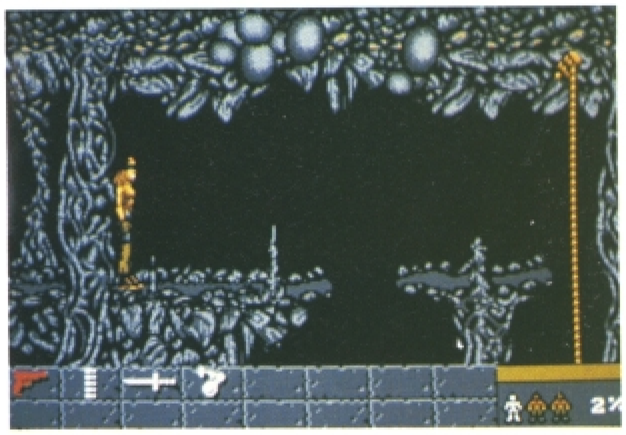
HASSLE FACTOR: 1
Slightly irritating control system.

Animation in the game itself is very detailed; Brent is able to perform an impressive range of actions, provided your joystick is up to it. (Imprecise joysticks make for dead heroes). Admittedly his stride is unfeasibly long but that adds to the undercurrent of humour which works well with the cartoon style.

Although it will occasionally have you cursing with frustration there is more than enough colour and excitement in *Gold Of The Aztecs* to keep you coming back for more (and more, and more). This is a game that gets better the more you play it. STOP

WHAT'S WHAT

TITLE	Gold Of The Aztecs
PUBLISHER	US Gold
PRICE	ST £19.99 Amiga/PC £24.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

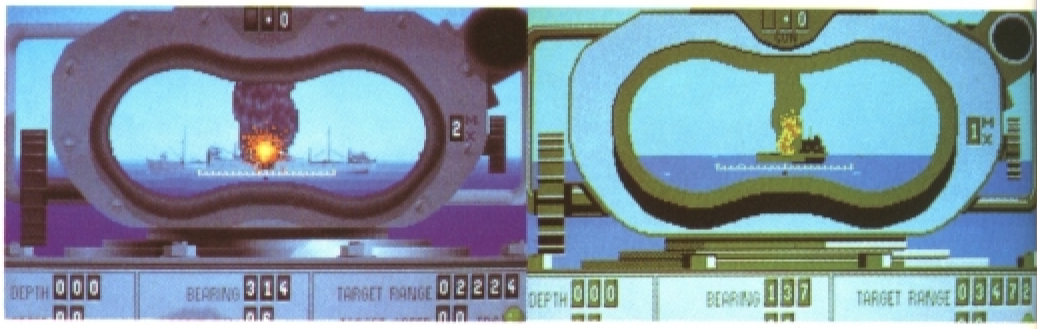


How come the rope's always on the other side of the ravine?

GRAPHICS	84	ADDICTIVENESS	86
SOUND	80	EXECUTION	82
OVERALL	83		

SILENT SERVICE II

You have to be a pretty quiet sort of person to join the 'Silent Service'. Nina Myskow, German cinema-goers and people who eat Crunchy Nut Corn Flakes with their mouths open wouldn't even get past the selection board. Fortunately *David Wilson* always walks on eggshells, so we bunged him Microprose's *Silent Service II.*



You'll need a VGA monitor to really benefit from the graphics. On the left we have a tanker exploding in VGA, and on the right its EGA counterpart.

There's something very weird about submariners. I mean, who in their right mind would want to go hundreds of feet under water in a rather heavy, metal tube thing? There's also the rather dubious side of blowing up ships and dumping hundreds of people in the freezing mid-Atlantic, but then no one ever said 'war was nice' (except for Colonel 'Very Mad' Boffer Bottomley). Mind you, if this moral dilemma worries you, why not dump them in the Pacific? You see, *Silent Service II* puts you in a US Navy sub hunting Japanese vessels. Essentially, the game appears to be much the same as its predecessor, with the obvious improvement in graphics, increased animation screens and a larger wealth of scenario options. There's training, eight single battle missions (including a randomly generated mission), a full patrol or a whole career! User friendliness abounds as you can choose from four levels of difficulty, seven different subs, flawless or historical (ie crap) torpedoes – even the date! So, without further ado it's 'Ahoy there shipmates, and shiver me mainbrace!' *(Steady on! Ed.)*

Hassle Factor: 3
Much accessing. With EGA and no hard disk, I'd think twice.

Here's your instrument panel. That big round one there is the artificial horizon, and that little round one is the tachometer.



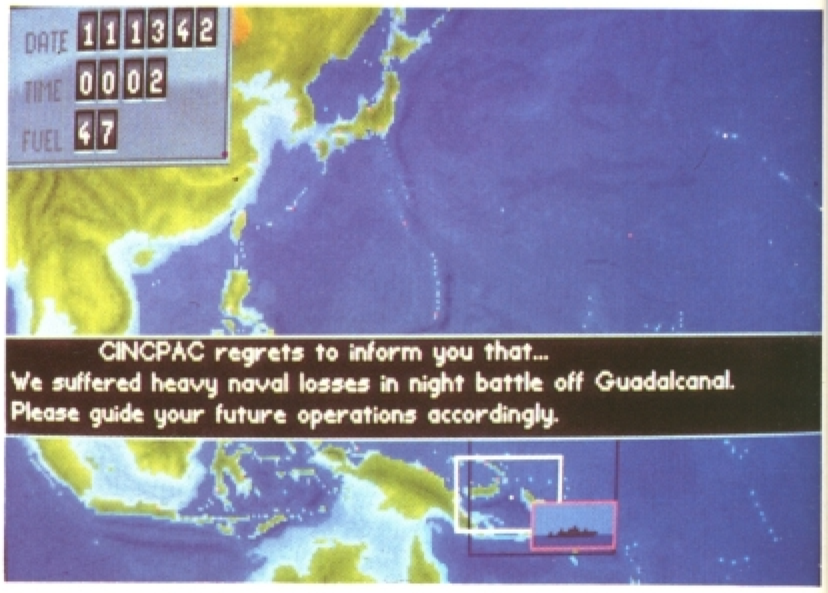
WHAT'S WHAT

TITLE	Silent Service II
PUBLISHER	Microprose
PRICE	£29.99/£29.99/£34.99
FORMAT	ST/Amiga/PC
RELEASED	Oct/Oct/Sept

PC

David: You can't beat about the bush, Microprose certainly are the 'dog's wossnames' when it comes to simulations. The first *Silent Service* game appeared way back in 1985 and rather good it was too. Now here's the sequel which attempts to take the successful setting and gameplay, and spice it up a bit by taking advantage of the technological advances of the last five years.

Gameplay is easy to get to grips with (by Microprose sim standards) with the inclusion of invaluable keys that let you align your 'Heading' with your 'Bearing' for example. Wimper at the beautiful and detailed (VGA) graphics with graduated colourful sea and sky. (It's a pity that sky and sea being blue, and warships being grey, there isn't much variety – still that's realism for you. Oh, and you can always brighten things up by setting fire to an oil tanker.)



This is a war patrol area. You choose a date (between Pearl Harbour and the end of the war) and as you cruise the Pacific looking for trouble, the real life events of the war will unfold.

Bearing in mind the lack of colour, the graphics could have compensated for this with more variety in ships sinking – backs breaking and ships going down stern first. Instead they all go down horizontally. No doubt a problem with memory. And here's another problem – because of the size of the coding, play is constantly interrupted with accessing breaks. Installed on a hard disk is bad enough, but on floppies, it's murder! You can opt to see beautiful animated torpedo firing sequences and depth charge scenes, but you'll pay for these with long breaks. Sound is atmospheric (as PC sound goes) but the digitised voices can be irritating.

Apart from this, *Silent Service II* delivers the goods. It's atmospheric and exciting. Gameplay is a tad slow and interrupted, but this having been said, the animations and digitised voices can be switched off (but then why put them in, or why not use that code for better ship damage in the gameplay itself? Ho hum). All this having been said, if you're into submarine games, then this is your best buy.



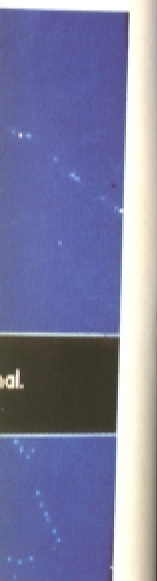


GRAPHICS	88	ADDICTIVENESS	86
SOUND	80	EXECUTION	86
OVERALL	87		



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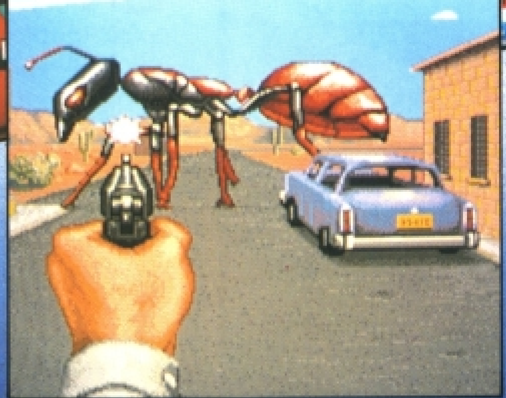
OVERALL
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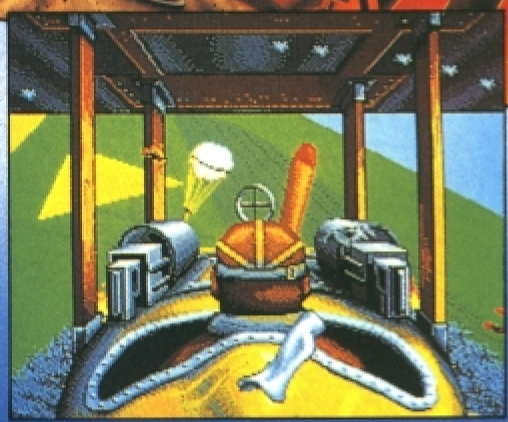
CINEMAWARE

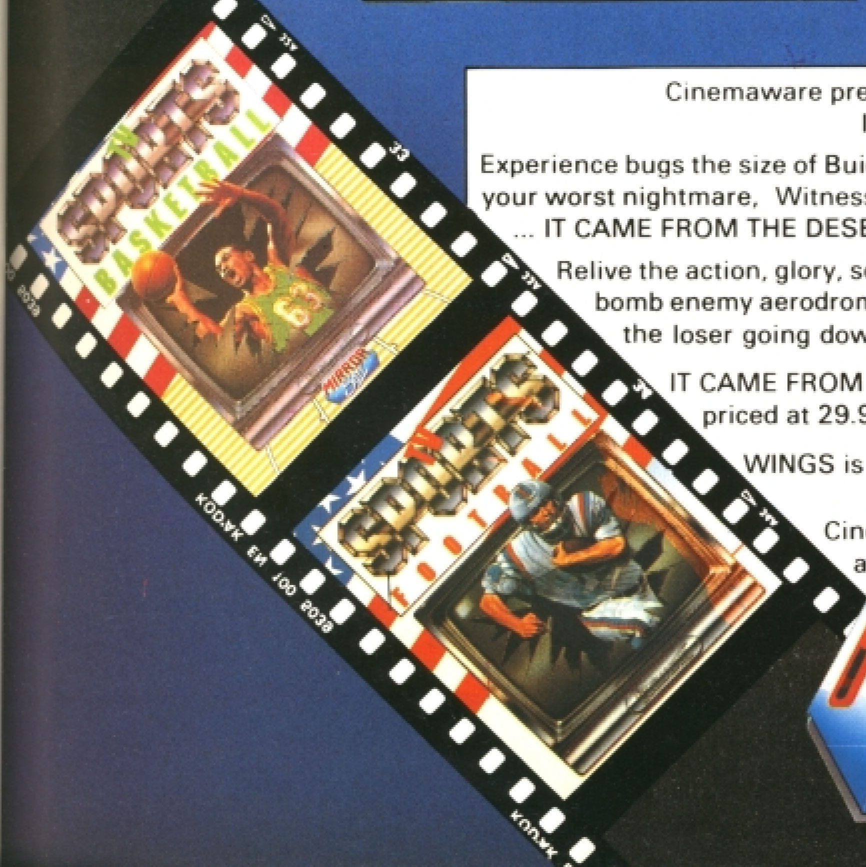
PRESENTS











Cinemaware presents a special double bill for computer Users featuring
IT CAME FROM THE DESERT and WINGS.

Experience bugs the size of Buicks. Feel the desert wind chap your parched lips. Be consumed by your worst nightmare, Witness science fiction become fact as the unimaginable becomes real in ... ... IT CAME FROM THE DESERT.

Relive the action, glory, seat of the pants daring of a WWI Allied fighter pilot. Strafe Hun armies, bomb enemy aerodromes and match wits against deadly Aces in heart-stopping dogfights, the loser going down in flames .... without a parachute in WINGS.

IT CAME FROM THE DESERT is now playing for the Commodore Amiga (1 meg only) priced at 29.99. Coming shortly for IBM PC and compatibles and the Atari ST.

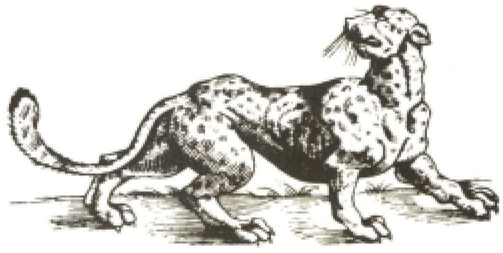
WINGS is a coming attraction for the Commodore Amiga also priced at 29.99.

Cinemaware's TV Sports Football and TV Sports Basketball are already available for the Commodore Amiga.

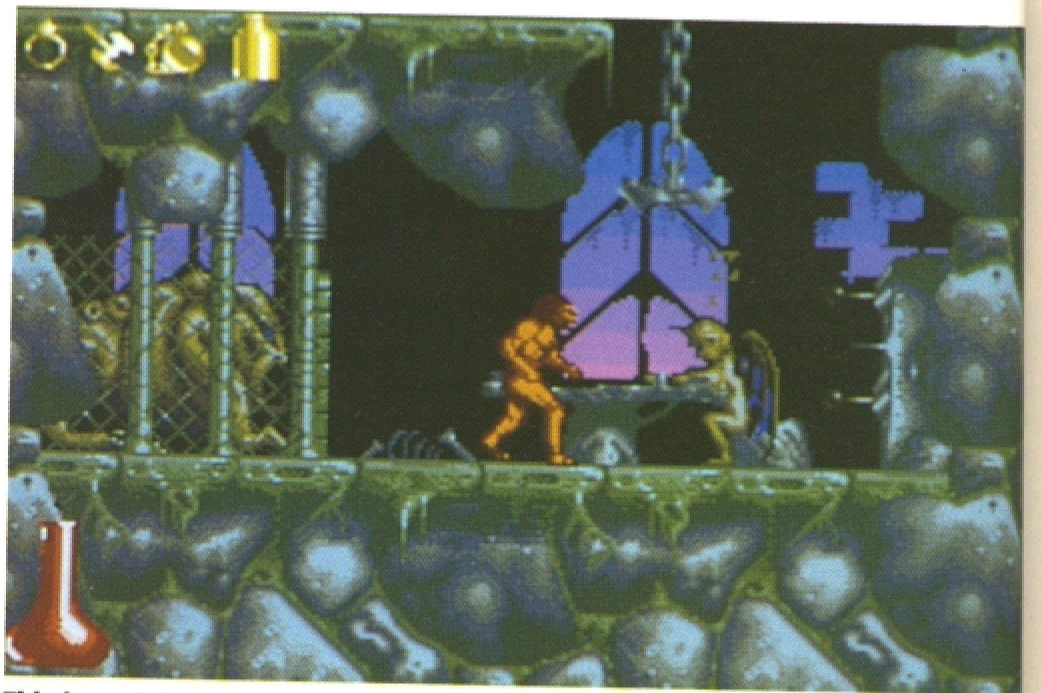
MIRROR Soft

Irwin House, 118 Southwark Street
London SE1 0SW.

SHADOW OF

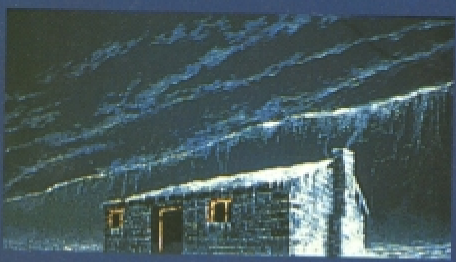


Just when you thought it was safe to romp around the countryside in your designer goatskin jockstrap, the evil Beast Lord is back. (Er... or at least someone remarkably similar.) Bigger, badder and more baby stealing than ever before, *Beast II* steps out of the shadows of Psygnosis. *David Wilson* was there to poke it with a very large, pointy stick.



This is a tricky bit. Don't wake that sleeping goblin, or he'll unleash that huge Rottweiler thingy in the cage! Oh and don't push the wrong switch on the right or your chain lift will whizz out of reach! Eeek!

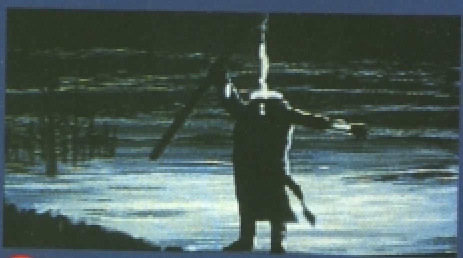
THE BEASTLY SCENARIO



1 Here's a house (your house – bit miserable isn't it?) Here's a door. Windows, one, er... two (must be a Barrett Home).



2 Hello. Who's this geezer with the funny ears? He's spying on your homestead, so maybe he's a prospective buyer?



3 That's no ordinary Joe! That's the evil Beast Mage. Gad!



4 In typical beastly fashion, the Beast won't use a door when there's a handy roof to tear off! It also offers a rather pervy veiwpoint of ladies in low-cut frocks! Hem hem.



5 With the baby safely tucked in his claw, the Beast heads off to a world of child exploitation. That means Miss Pears and a spot on the *Mini Pops* at the very least (maybe even an opportunity to sing *Like A Virgin* on a *BBC Seaside Special*!). Time for you to step in...



Shadows can be pretty spooky things, can't they? Touch your thumb and forefinger in an angle poise, (not forgetting to touch your index finger knuckle with your middle finger) and 'hey, presto!' – a rather passable ostrich. With a bit of practise and several hands even greater levels of shadow complexity can be acheived (practise these at home – the Taj Mahal, Stephenson's Rocket, Fatso, the Country Practice wombat). If you're a beast, however, then your shadow can take on a whole new level of spookiness. Take Psygnosis' *Shadow Of The Beast*, for example. A tad skimpy on the gameplay side, and yet spookily it was massive. *(There was nothing spooky about it – it was massive because of the atmosphere, the graphics and the technical accomplishment. Ed.)*

Well, what if they took *Beast* and made all the ropey bits rather good? This is what Psygnosis has done with *Shadow Of The Beast II!* Yep, the programmers listened to various



"Oh-Oh foot odour!" Whilst the big beastie is stunned by your athlete's feet, you take some energy potion.

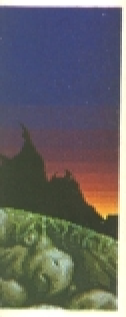
[O]F THE BEAST II



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comments passed to them about the shortfalls of the first game and have tried to rectify them in the sequel.

So, what's the story then? I mean, you thought you'd duffed up the Beast Lord at the end of the first game, didn't you? Er... and you were right! But you hadn't counted on the evil Beast Mage. He's not only alive and well, but as you'll witness in the opening animated sequence he's also 'half inched' your baby sister! This is your cue for another session of hacking, bashing and puzzling your way through 16 horizontally parallax scrolling levels. Hurrah!



That rather unsavoury looking flask in the bottom right hand corner is your life's blood. Yum.

WHAT'S WHAT

TITLE	Shadow Of The Beast II
PUBLISHER	Psygnosis
PRICE	£34.99 including limited edition T-shirt
FORMAT	Amiga
RELEASED	Out now

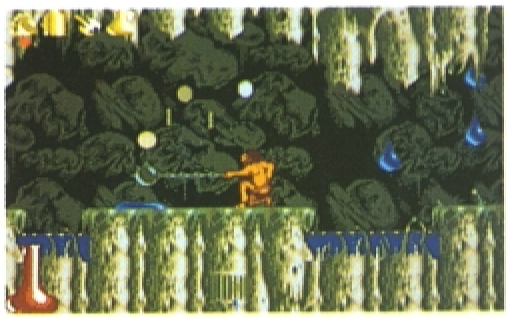
AMIGA

David: *Shadow Of The Beast II* has been in the offing since the first game was completed and it's basically set forth to rectify all the problems encountered in the first game. The result relies to a larger extent on puzzling than punching. Some of the puzzles are really quite complicated but another new feature can help you out on this score. You can now have a text interaction with characters, effected using two keys – A to ask something and O to offer something (trading items can be persuasive in getting more info from characters). This is useful if you find some of the traps too much for you, because valuable clues can be gleaned if you ask questions first, then chop off heads later. Further improvements include enemy sprites interacting with scenery – so they jump out of trees(!) for example. Kill 'em and they won't all fall off the screen as in the original, instead some explode, and you'll also find they've become more intelligent(!). Yep, if you try to duck under a blow from a baddie you can bet his next hit will be aimed low. (Ouch.)

Fortunately, the graphics are still as breathtaking as the original and you've got the same interloading screens. Three or four screens' worth of scroll at a nice speed, then the action stops for an accessing break. (Ho hum. Still, you don't have the over-a-minute-between-game wait of the original.) Some puzzles you'll come across involve complex pulley machinery spreading over several screens. Operate it properly and it'll all work correctly. (Mind you, if you find a good place to watch all this, you'll be standing in the wrong place!) If you die, you'll see an impressive piece of static graphic art accompanied by an absolutely horrid Snowey White style electric guitar dirge. Psygnosis went into raptures about how much memory it

HASSLE FACTOR: 1

Frequent little accessing breaks, but much improved over the first game.



In a bid for a slot in the Alien Yo-Yo Championship, our hero practises 'Walking the dog'.

took and the technichal achievement to realistically sample the 'axe'. I thought it was really horrible, but don't worry, you can turn it off.

Erm... and what else? Oh, yes, *Shadow Of The Beast II* is rather dear at a penny under 35 squidlies, but the pack does includes a fetching limited edition T-shirt. So there you have it – an improved sequel to a hugely successful original game, smaller in size but with more detail and more thought than a mindless slash!



Yikes! Huge leaping piranha fish. As you can see for yourself, nothing in *Beast II* is as easy as it first appears...

THE VERDICT

G	GRAPHICS	89
S	SOUND	88
A	ADDICTIVENESS	89
E	EXECUTION	88

• 20 • 40 • 60 • 80 • 100

A graphic treat that'll keep the fans of Beast I well entertained.

87

STOP

TIME MACHINE



Being such a toff *Paul Lakin* is always keen to trace his ancestors back to the mists of time. Small wonder then that he leapt at the chance of a jaunt in *Time Machine* – that way he could even pop in for tea with them.

At the beginning of *Time Machine* someone has interrupted the appliance of science with the appliance of a large explosive device. Professor Potts' chances of winning the Prince Charles Design Award with his environmentally friendly, pastel coloured Time Machine have gone up in smoke. The Prof got caught up in a terrorist attack; an explosion hit the machine and destroyed the Accelerator Crystal. This little Semtex shock has launched poor Potts 10 million years into the past.

In order to return to the future, the Professor must first create it. There are five zones to create; prehistoric, ice age, stone age, medieval and modern. Each contains five screens which must be adjusted to get the next stage of evolution underway. Travel between screens and times is achieved by using special travel pods but there are a limited number of these so at times it's back to good old shanks pony.



Hmm, evolution can be painful.

Once you've instigated a new era, you can travel freely between it and the past. You'll have one eye cast on the future but you need another eye looking over your shoulder. The past is not a passive place; the tricks you've introduced can be overturned by the inhabitants, plunging you back a few aeons to where you started.

Having got as far as the future you've then got to stop history repeating itself. This means finding the crystal, installing it in the machine and getting away before the terrorists get to you. If this doesn't work out then you'll just have to develop a taste for pterodactyl eggs.



Now remember children, walking on ice can be dangerous, even for professors with rather flash time machines.

AMIGA A

Paul: Time is a jolly strange business. Unlike thyme. Thyme is really simple, adds an interesting flavour to casseroles and doesn't threaten to whisk you 10 million years into the past. Perhaps that's why no one has made a cooking sim or a vegetable shoot 'em up. Let's face it thyme is actually rather boring. So let's turn our attention to time and stop wittering on about cookery.

The first thing you notice about *Time Machine* is that it would be of little use in the kitchen. For starters it's too big to fit in a saucepan and secondly, even if it did fit, the flavour of engine oil would be a little offputting. However once your editor has started threatening to sack you if you don't get on with the review you start to notice other factors like..the loopholes in your contract fr'instance and... er... *Time Machine's* beautiful graphics. These really are outstandingly colourful, well drawn and even a little cutesy. (Ahhh.) Each screen is worth looking at. Considering that there are 25 of them it's very impressive that the game works on a single load. This means once the game has loaded at the beginning there is no waiting between screens to upload the next screen. Very useful when you're having to jump about through time and space.

Time Machine is also very playable. The controls are straightforward and accurate which is quite a relief, you don't want to make a bodge of evolution just 'cos you were too clumsy.

HASSLE FACTOR: 0
One load, no hassle.

Despite it's obvious strengths I'm slightly worried that *Time Machine* falls between two stools. The puzzles aren't sufficently obscure to make it an effective adventure yet there isn't enough 'danger' in it to make for an arcadey game. However it's an imaginative, well executed and very playable game. Well worth a look. STOP



Mmm, how beautiful... I know let's build a car park on it.

GRAPHICS	89	ADDICTIVENESS	82
SOUND	82	EXECUTION	89

OVERALL 85

WHAT'S WHAT

TITLE	Time Machine
PUBLISHER	Activision
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

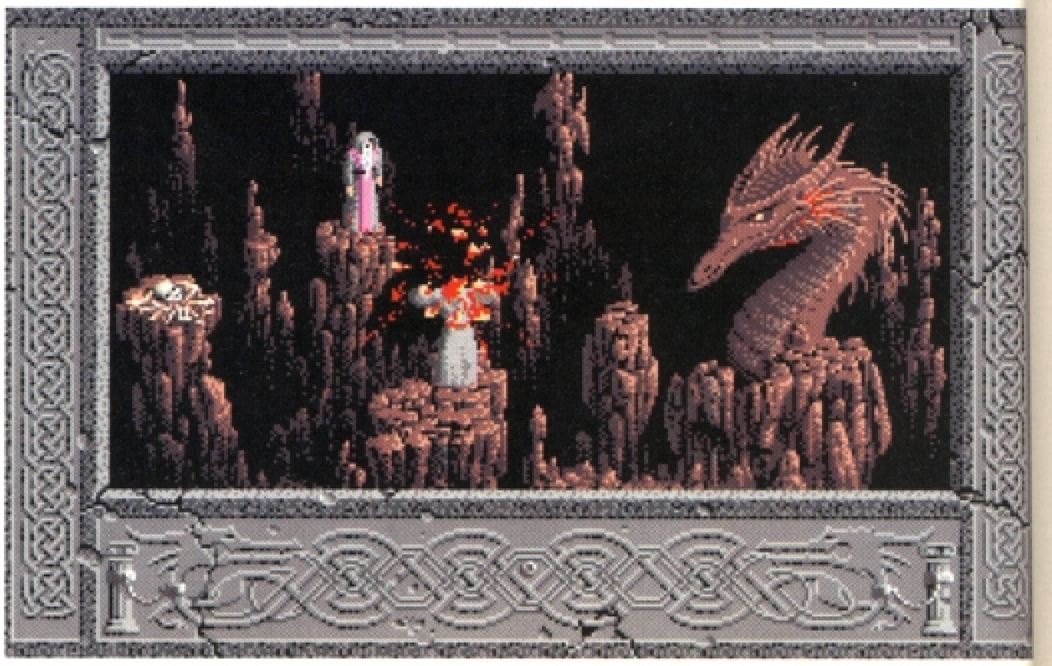


FUTURE BASKETBALL
SELL - PLAYER 3
A futuristic basketball simulation with sinister and barbaric rules. Play to win, play to survive!
Available October 1990.
ATARI ST
COMMODORE AMIGA
£24.99
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For Mail Order send a cheque/P.O. to Hewson Consultants Ltd, Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
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As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

IMMORTAL

"Fame! I'm gonna live forever!" *Jane Goldman* slips on her gold lamé platform boots to review *Immortal*, a game guaranteed an *awfully* long shelf-life...





Oh how lovely, a sea horse and his friend 'Man With The Exploding Head'.



No no no, it's my turn to lead in the tango.

"Oh for the days when fellows wore lovely long frocks, and elaborate facial hair, and gaily coloured floppy caps worn at a jaunty angle..." sighed my elderly neighbour Edna Ploppy, gazing lovingly at the ST screen after she'd just happened to pop round to borrow a Chocolate Hob Nob while I was reviewing *Immortal*.

"I'm sure they were very pleasant times, Mrs. Ploppy," I replied softly.

She lunged forward to get a closer look at the game.

"It's a really good arcade adventure, Mrs. Ploppy," I explained. "The latest from EA, actually."

"EA? EA?" she exclaimed. "In my day, we used to sleep in a shoe-box with nothing but a turnip for warmth!"

I continued. "You take on the role of a wizard from the days of yore. The game starts as you see a vision of Mordamir, your old tutor who has mysteriously disappeared. The vision can talk, you see, and he tells you that he's been imprisoned far, far below ground, in the depths of a murky, mysterious myriad of twisty turny dungeons and caverns. You realise that it's up to you to save your mentor from his grisly fate, hence, you set off to face the adventures that lie before you in your quest."

"God bless the Queen Mum, that's what I say!" muttered Mrs. Ploppy, gesturing for me to continue.

"Well, the game might be called *Immortal*, but your character certainly doesn't live up to the name! In fact he can quite easily buy the farm in no time at all unless you're jolly careful, because there's tons of pitfalls," I quipped. "Goblins! And invisible monsters! And slime! And spiders! Not to mention hidden traps! And as if just concentrating on staying alive isn't enough, you also have to get your head round solving the puzzles that many rooms pose."

She looked worried.

"Don't worry Mrs. P, there's plenty of useful magic items and weapons and spells to be found that'll help you along. If you find a nice bale of hay, you can have a kip, too, which'll replenish your stamina and bring you dreams that can help you fathom the mysteries that unfold around you. And as well as foes, you'll run into potentially useful allies, keen to give you advice," I said reassuringly, patting her on the shoulder.

"Eh? Eh? You'll have to speak up, love, my bifocal specs are in the dry-cleaners," she bellowed.

I started to explain again, but she had lost interest.

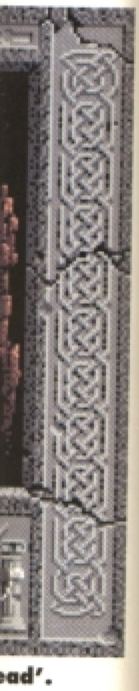
"Pthrtrtrt. These expensive new-fangled computer things don't do a thing for me," she spat. "In my day, you could buy a lovely bag of computers, half a pound of joysticks and a fancy console and still have change from a farthing."



You really get on my wick you know.

WHAT'S WHAT

TITLE	Immortal
PUBLISHER	Electronic Arts
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	1 Mb: September 0.5 Mb: to follow



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FAMOUS IMMORTALS THROUGH HISTORY

1 GOD
While us measly mortals spend months struggling with *Populous*, this chap managed to make a real planet in six days, not to mention coming up with really spiffing ideas like fire, water, air, people, animals, plants, and Ketchup. As if all this wasn't impressive enough, he's immortal to boot, the girlie swot.

2 VAMPIRES
These jolly types are popularly believed to swan around feasting on the blood of innocent humans, especially young blonde peasant-villager chicks in tight bodices with heaving cleavages and *(That's quite enough of that! Ed.)* Oh okay then. Well, anyway, if you get bitten by a vampire and you're not a blonde peasant-villager chick in a tight *(Yes, yes, we get the picture. Ed.)*, you get turned into a vampire, and then you also get to live forever, unless, of course, you happen to be David Bowie in a very poor film called *The Hunger*, in which case you hit the ripe old age of 400, then get covered in crumbly plastic prosthetic make-up and locked in an attic by Catherine Deneuve.

3 THOR
Thor was an immortal Scandinavian god who had a big hammer. (Oo-er, fnar fnar, chortle etc.) These days, he's fairly reclusive and likes to cut a low profile, although rumour has it that for the last ten years, he's been assuming the name 'Jon Bon Jovi' and singing in a rock band. Intensive research shows that Thor and 'Jon Bon Jovi' have never been seen together at the same time.

4 TOM AND JERRY
A mouse and a cat who have cashed in on their immortality by pursuing a long and illustrious cinematic career in which they have been blown up, lacerated, flattened, poisoned, squished into odd shapes, run over and pushed off buildings of great height more times that you can shake a stick at.

5 VAL DOONICAN
'Val' first rose to popularity in ancient Egypt, winning the heart of everyone from Cairo to Alexandria with his rocking chair, cosy cardigans, and lilting tunes such as *Paddy McGinty's Goat*.

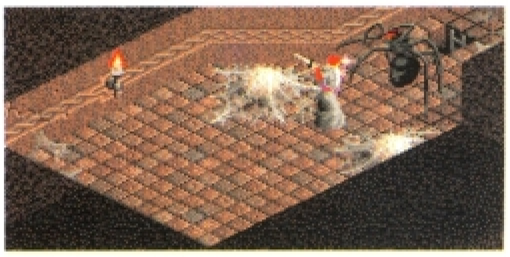
Jane: *Immortal* is bloomin' sterling entertainment, if I do say so myself. In fact, golly-gosh, there are so many nice things to say about *Immortal*, I just don't know where to start! *(Don't be such a girlie. Ed.)*

Okay. Well, for starters, battles are kept interesting thanks to the different bad-mash you come across, which are varied in their strength and methods of attack. The combat system itself is satisfying enough too. It's not so simple that fighting becomes a dull chore, but it's difficult enough to be mastered and improved as you play. And it's not so frequent that you spend most of the game frantically waggling your joystick when you're really in the mood for a bit of considered puzzle-solving or artifact-collecting. Fighting isn't the only arcade element either, no siree Bob. There are also booby-trapped rooms to navigate, nooks and crannies to investigate, magic to activate and lots of other things to do that don't end with 'ate'.

Text is fairly unobtrusive, interesting and informative – atmospheric without being full of the usual well-used Dungeons 'n' Dragons baloney (not a Spig Of The Whastes Of Elfinbuttock in sight), and, most importantly, there's not too much of it - which is a blessing considering that you'll probably be reading some of it several billion times if you're a bit crap.

The few puzzles are pretty logical and just difficult enough to be a challenge without being a pain in the bott, and the story actually twists and turns in quite interesting, unpredictable ways, presenting you with new challenges as you progress through the game.

What else can I tell you? How about:



Alright I'm sorry I flushed your great aunt Maud down the plughole.

well stone me guv, if the graphics aren't absa-bloomin'-lutely gorgeous, too. They're full of brilliant animation details, like f'rinstance the way you put your magic stick down before descending a ladder, then reach up and grab it again on your way down, or the way, when you kick the bucket, you collapse in a steaming puddle of blood.

HASSLE FACTOR: 0
Two disks, no juggling.

All told, *Immortal* is challenging, compelling and good value for money. But the best thing about it is that it has a darned-near-perfect balance of arcade action, puzzle solving and text. It's not a text adventure with a few useless arcade sequences thrown in, or an arcade game with an adventure flavour and a bit of crap text that doesn't really need to be there, it's actually one of those rare 'arcade adventures' that actually lives up to its name.

THE VERDICT

G	GRAPHICS	90
S	SOUND	81
A	ADDICTIVENESS	85
E	EXECUTION	81

• 20 • 40 • 60 • 80 • 100

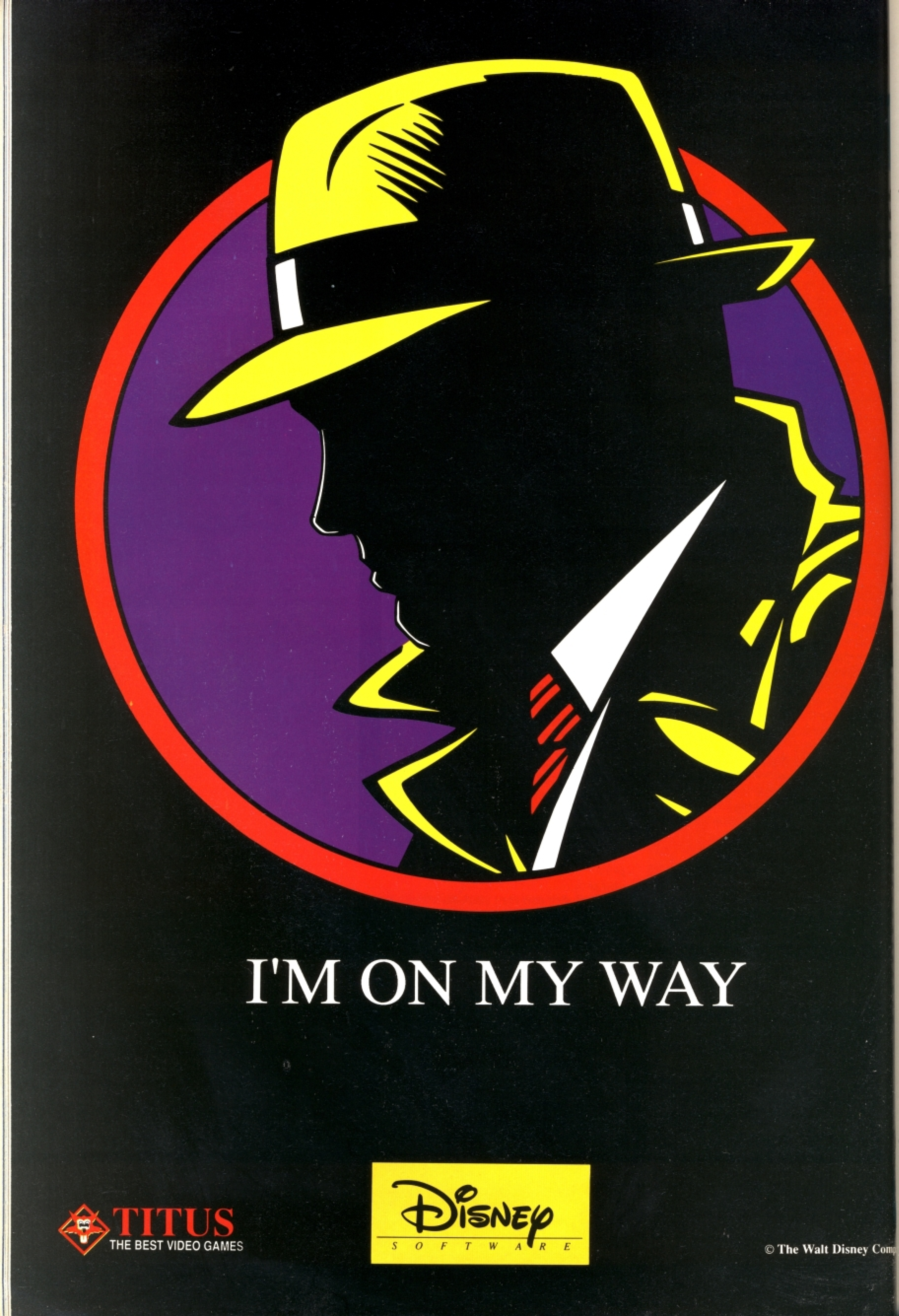
This one should keep you coming back until well after you've died.

88



Good morning gentlemen I'm from the Environmental Health Dept, you smell.

STOP


I'M ON MY WAY
TITUS
THE BEST VIDEO GAMES
Disney
SOFTWARE
© The Walt Disney Comp

RICK DANGEROUS II

There are lots of pertinent surnames around, aren't there? Alan Ball the footballer, Stuart Fell the BBC stunt man and of course Rick Dangerous, adventurer extraordinaire. We sent *David* 'son of Will' *Wilson* to explore *Rick Dangerous II.*



Make sure you pack thermal undies for the ice planet!



Remember the first *Ricky Dick*? It was huge (Oo-er!). (*Stop it now! Ed*) Okay, so the graphics certainly didn't break any new ground - apart from their colourfulness they were equally at home on the C-64 and Spectrum as on the Amiga and ST. But what *Rick Dangerous* did have coming out of its' ears, was oodles and oodles of playability. And cripes, if the sequel isn't set to continue this successful formula!

Imaginatively titled *Rick Dangerous II* - published by Microstyle and programmed by Core Design (the people behind *Corporation*, and the original *Rick Dangerous*) - everything in *Rick II* is much the same as last time - except the setting has changed of course. In fact, if you're one of the few who managed to complete the first game(!) you'll apparently have seen a taster of the sequel (erm... I didn't actually get this far, hem hem). After the first Rick had successfully jostled pygmies, sorted headhunters and collected gems etcetera, apparently he returned to London to take his lady friend out for some posh scram in a Hyde Park restaurant.



Suddenly a huge alien flying saucer lands and while all around him are losing their heads and legging it in the opposite direction(!), Rick hot foots straight up into the alien ship itself! Thus the scene was set for the sequel (clever of those chaps to think of that all that time ago, wasn't it?)

So here he is, Rick Dangerous II, our man with the chin – the guy who saves the world three times a day before breakfast – setting out on a new adventure. Hurrah!

There are five levels of platforms in this game, (as opposed to four in the original, bargain hunters) and all are peopled by aliens, robots, beasties, and various other creatures intent on putting an end to Ricks attempts to thwart their plans. Each setting is very reminiscent of B-movie backdrops. There's the ice planet, the forest world, mud mines and the alien emperors palace. Between each setting/level there's a mini animated screen to set the scene.

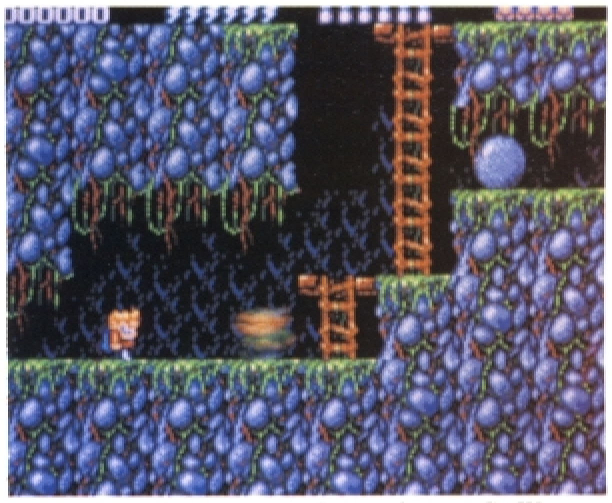
With a host of traps, falling thingies and laser blasts, *Rick Dangerous II* threatens to tie up a whole nation of computer gamers in front of their machines for hours on end (again!).



Eek! This is no time to try that winning smile Rick!

WHAT'S WHAT

TITLE	**Rick Dangerous II**
PUBLISHER	**MicroStyle**
PRICE	**£24.99**
FORMAT	**ST/Amiga/PC**
RELEASED	**October**



Hmm...that boulder up there rings a bell!

David *Rick Dangerous* was a great little game wasn't it? It starred a sort of cutesy Indianna Jones type chap who had to whizz about puzzling his way through a plethora of platforms (*That's more than enough alliteration for one review. Ed*) But the beauty of the game was that not only was it devilishly addictive and instantly accessible, but that is also possessed a strong learning curve - you walked over a platform, a large spike shot up your bottom and you learned not to do it again. As a result it was a tippers and mappers dream. Okay so it may have been a bit hard, but this certainly posed a challenge!

HASSLE FACTOR: 0
Single disk hassle free Ricky Dicky.

To cut a long story short, all these trends continue in the sequel. Erm... except for the 'too hard' bit, which Microprose claims has been improved upon (though it still seems mightily tricky to me!).

Anyway, Rick now faces five colourful and tricky levels of Outer Space mayhem. He's still armed with dynamite but now he's able to slide it into beasties and doors etcetera. This slippiness also manifests itself on icy platforms. There's lots of nasty pitfalls and traps to watch out for as well as bonus rooms and push buttons to turn lifts on and lasers off!

All in all *Rick Dangerous II* is more of the same recipe, slightly different gameplay, different scenario, colourful, frustratingly tricky and *well* addictive. Sound is good (but not that good) and I found some of the collision detection a bit dodgy - all contributing to a high level of difficulty that *Rick* fans will already be accustomed to!

If this style of game is your thang, and/or you're a fan of the first game, then you won't be disappointed by *Rick Dangerous II.*

STOP

GRAPHICS	78	ADDICTIVENESS	88	OVERALL 84
SOUND	70	EXECUTION	86	

CADAVER



Beautiful ST graphics *and* gameplay, a Toulouse-Lautrec lookalike for a hero, what more could you ask for? But who's the bloke in the dodgy green undies?

Bros may be on a one way ticket to Dumperville, but the star of the Bitmap Bros is still very much in the ascendant. *David* 'When Will I, Will I Be Famous' *Wilson* gets hopelessly lost in their latest smash hit on the Image Works label, *Cadaver*.



Don't you just hate people who are good at everything? You know the kind, the guy who gets all the chicks, wins ZERO compos and turns in a pretty good innings in the school cricket team. Well, the Bitmap Brothers rather fall into this irritating goody-goody category. I mean, what have they done so far? *Xenon, Xenon II, Speedball* - anything for a humble hack to rip to shreds there? No! Instead they're all mega hot hits. Ho hum. Still here's the Bros' new title, *Cadaver,* and guess what!? We're out of luck - because they've come up trumps again! *Cadaver* is a corker. (Eek! I'm not supposed to tell you that until later!)

HASSLE FACTOR: 1
Two disks, but all the gameplay is on one. Hurrah!

Cadaver is a 3-D isometric romp similar in style to Electronic Zoo's *Treasure Trap* and all those classic games of this ilk like *Knightlore,* and *Alien 8.* Like *Treasure Trap, Cadaver* features state of the art graphics. Unlike *Treasure Trap* however, it's set in a world of dungeons and dragons.

You play Karadoc, a dwarf bounty hunter out to line his pockets with the treasure of Wulf Castle. The principal stumbling block in this financially rewarding scheme is that the castle is also home to the evil looney, Dianos and his hordes. Standard D&D fare then, but not a 'standard' game.

There are five levels each with around 70 rooms, and progress isn't easy! But there is a strong learning curve, as you find switches and keys, interconnecting rooms and clues. There's treasure a-go-go, a nifty (if rather frustrating) control system allowing numerous types of interaction with objects, and a simultaneous mapping function. Okay, so you do have to play a person of diminshed stature, but it could be worse - you could be an elf.

I've found the queue for NHS beds, anyway.



ST

ZERO HERO

David: There's always a bit of a celebration when a new game arrives from the Bitmap Bros. I'll wager there aren't many programmers as well known as the 'Bros' either - they certainly seem to have established a Mrs Thatch style high profile. Anyway, from the boys who brought you *Speedball, Xenon II,* and *Drop The Boy* (*that's the wrong Bros, you clot! Ed*) here's *Cadaver* and I love it. I liked *Treasure Trap* for bringing my favourite style of 8-bit game to the Amiga, but the problems I found with it - the lack of an ultimate objective - have all been ironed out in *Cadaver.* Not only do some rooms provide puzzles in themselves, but they all interelate to form a rather large and complex puzzle.

Apart from the various treasures to be found, there are also keys, switches and magical items, and written clues to help you progress. The graphics are a treat, the mapping system is friendly, the difficulty level is pitched very nicely and the control system, while taking some getting used to, is comprehensive. And it's all massively addictive! If you were a fan of Ultimate games, and this scenario tickles your fancy, then check this baby out. You certainly won't be disappointed. STOP

GRAPHICS	90	ADDICTIVENESS	90	OVERALL 90
SOUND	75	EXECUTION	88	

WHAT'S WHAT

TITLE	Cadaver
PUBLISHER	Image Works
PRICE	£24.99/£24.99/£29.99
FORMAT	ST/Amiga/PC
RELEASED	September/November

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OVERALL
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UNREAL

"Not only a high quality game but also refreshingly different."
ZERO





"With a mixture of two and three dimensional areas and a good combination of arcade-type action and problem solving, Unreal could very well be a monster hit."
ACE



"The 3-D levels are very impressive technically with their incredibly high speed."
ZZAP



"Especially impressive are the scenes with winter backgrounds."
ZERO



"The arcade-adventure levels have superb graphics, full of detail and imagination."
ZZAP

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review

WINGS OF



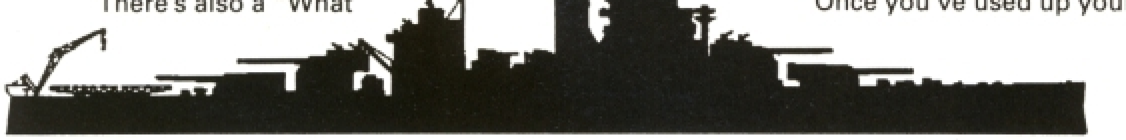
The Americans love all things fat. Fat cigars, fat kids and above all fat aeroplanes. There's a glorious roll call of fat American kids... er... sorry planes. The Thunderbolt, the Mustang, the Wildcat and, fattest of them all, the Brewster Buffalo. One proud member of this podgy squadron was the F6F Hellcat fighter bomber, backbone of the US Pacific effort during World War II.

This World War II work horse is the star of *Wings Of Fury*, a horizontally scrolling shoot 'em up from the *Shufflepuck Café* team. Your base is the USS Wasp, a crippled aircraft carrier limping back to base and very vulnerable to attack. The game contains seven levels ranging from Midshipman to Captain. Each level has a number of sorties in it with both islands and ships as targets. Starting on the deck of your carrier you select either bombs, torpedoes or missiles as your weapon of destruction, make a perfect take-off (hem) and fly to your target.

The game has two viewpoints – one fairly close up showing the plane and landscape in detail, while if you fly at a higher altitude you get a less detailed but wider ranging view. There's also a "What the pilot can see" monitor at the bottom of the screen. *(So that makes three viewpoints. Ed.)* Damn.

The islands are littered with dug-outs, huts, gun emplacements and even small airfields. These must be bombed or missiled out of existence, but there's more to it than that. When a target has been hit the occupants all start legging it to the nearest cover. If you leave them to their own devices they'll soon return and rebuild the destroyed installation. Now as the old saying goes "A man can't repair an 88mm field gun if he's dead" so a few strafing runs are in order. This requires care as well as aggression or you could find yourself saying hello to a palm tree.

If you think bombs and missiles are for babies, then why not take a torpedo and take out a battleship? Provided that some burger doesn't shoot it from under you while you're still crossing the island, of course. Then there's the small matter of fighters to worry about. When these guys are being nice they try to tempt you to fly low over the gun emplacements. When they're in a mean mood they lock onto your tail and do their utmost to blast you out of the sky. Lovely.



Once you've used up your payload and there's no one left to strafe it's time to return to the carrier and re-arm. First though you've got to land. This takes a little getting used to. At first "I think I'll land now" means "I think I'll crash into the side of the carrier now."

As well as worrying about when to release your bombs, how low to fly in your strafing runs and how much more punishment your plane can take, you must also keep an eye on your carrier. Every now and then a Japanese plane will launch a torpedo attack against it. If you can't shoot the plane or shoot the torpedo out of the water before it reaches the carrier, then you're not so much up the creek without a paddle as up the Pacific without an airstrip.

★★★

WHAT'S WHAT

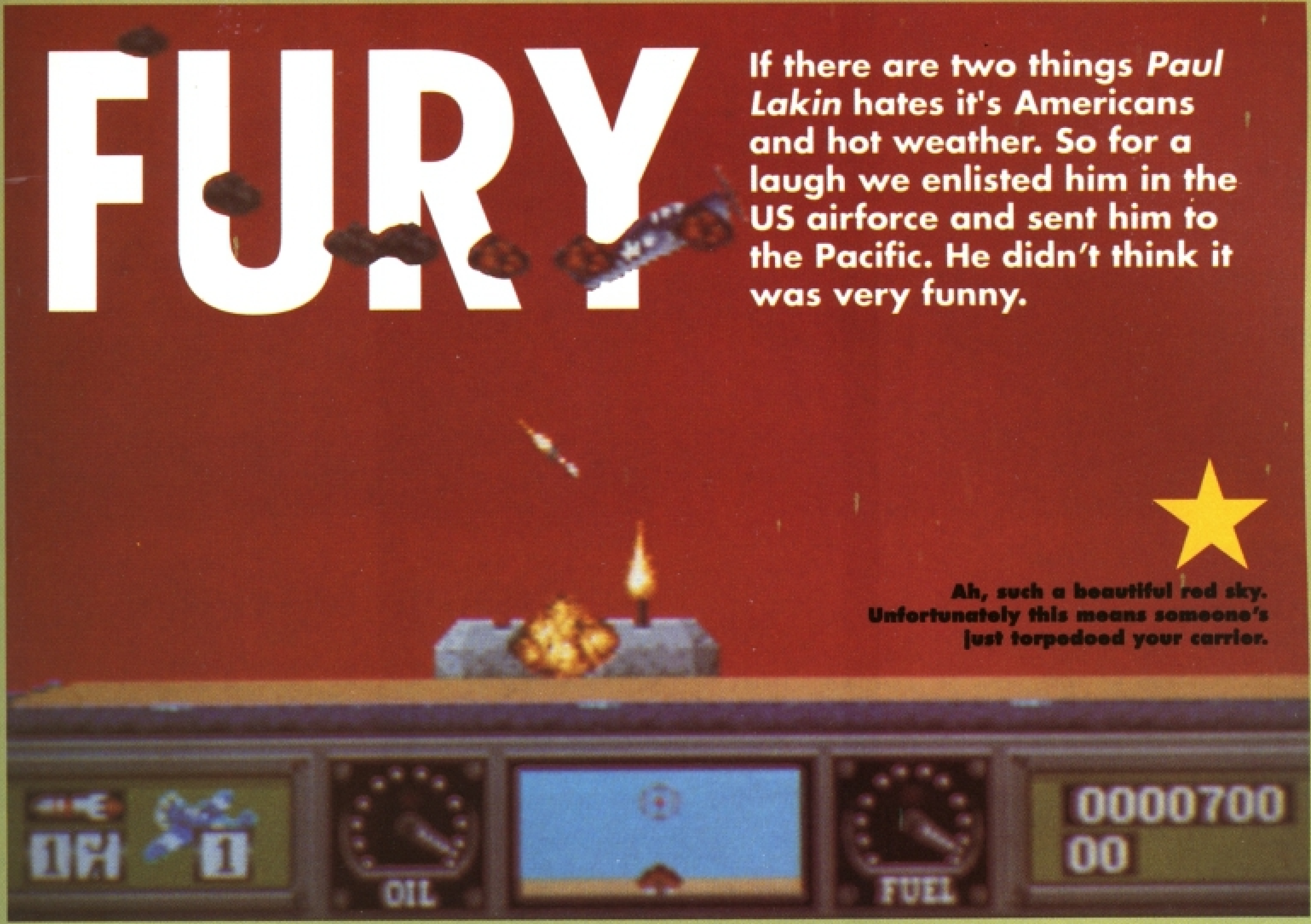
TITLE	Wings Of Fury
PUBLISHER	Domark/Broderbund
PRICE	£19.99 ST/Amiga
	£24.99 PC
FORMAT	ST/Amiga/PC
RELEASED	Out now



Midshipman Lakin takes off in the middle of a game of table tennis.

Mmmm, beautiful target... lovely missiles... lousy aim.

Six bombs for one flag, this boy doesn't mess about.



FURY

If there are two things *Paul Lakin* hates it's Americans and hot weather. So for a laugh we enlisted him in the US airforce and sent him to the Pacific. He didn't think it was very funny.

Ah, such a beautiful red sky. Unfortunately this means someone's just torpedoed your carrier.

Paul: At first sight *Wings Of Fury* is a bog standard, vertically scrolling shoot 'em up. Instantly playable but instantly forgettable too. Ah but first glances are often deceptive. The game has not been off the ZERO computer since it arrived.

To be honest there's nothing particularly new about what's been done in *Wings Of Fury*. It's the way it's been done that's so impressive. The game is so playable it'll appeal to people not normally interested in flying or shooting. While it's more a shoot 'em up than a flight sim you do get a genuine feel of flying. The *Wings Of Fury* graphics are good without being outstanding. They benefit from a keen attention to detail. Bullets actually kick up a trail on the sand or in the sea and destroyed buildings don't just vanish but stay smoldering in the sand. This all adds to the atmosphere as does the sound which includes screams from the little men as you rattle their legs with machine gun bullets. (Morally dodgy but disturbingly addictive.)

Wings Of Fury's greatest strength is the range of factors to it. As well as different levels there are different skills to master. At first simply taking off is a bit tricky, then there's landing to master and what about using missiles effectively (ie without crashing) or actually winning a dogfight instead of running away all the time. These are just a few of the different challenges the game throws at you.

The lack of variety between levels might affect the game's long term appeal, but its immediate impact is exciting, well executed and unputdownable. STOP

HASSLE FACTOR 0:
Hassle free fun.

THE VERDICT

G	GRAPHICS	84
S	SOUND	85
A	ADDICTIVENESS	91
E	EXECUTION	90

• 20 • 40 • 60 • 80 • 100

Exciting, atmospheric and very, very addictive.

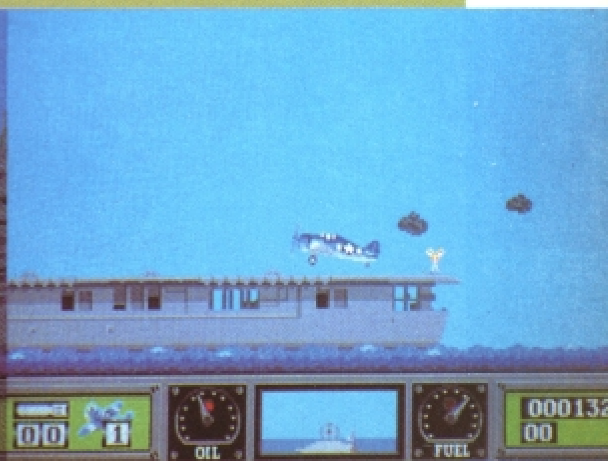
89



Lakin uses smoke signals to say something rude in Japanese.



Torpedo gone, trouble ahead, time to discover religion.



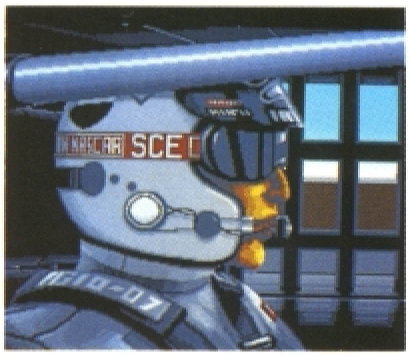
So far, so good. Now, where are the brakes?

review

DAYS OF THUNDER



Ahh, the joy of the open road...



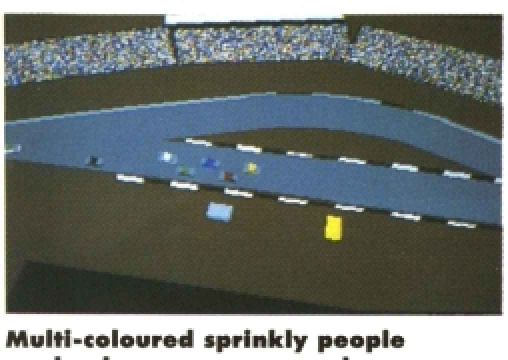
***Days Of Thunder* stars Tom Cruise, is produced in association with Tom Cruise and comes from an idea by Tom Cruise. It's based on Tom Cruise's favourite hobby and in it Tom even manages to get off with his real-life girlfriend. In fact, the film's working title was *A Day In The Life Of Tom Boy*. *David McCandless* is proprietor of the Tom Cruise fan club.**

The game – like the film – centres on NASCAR racing, an American version of stock car racing. In England, the aim is to race the brightest car in the world around the dirtiest track in the world, making sure you try and kill the whole world (and yourself) on the way round. In the USA, it's less 'stockier' and more 'racier'. The cars are souped-up saloon models, tuned to reach 200 mph (ono) and equipped with enormously big tyres so the drivers can take corners without splattering on the crash barriers and exploding all over the track.

Days Of Thunder offers five tracks in all. They are the kind of shape you could build from a cheap Scalextric set. Basically, two 'bends' and two 'straights' and maybe a couple of 'wiggly bits'. Each track is based on a real-life circuit like Daytona, Phoenix and Atlanta. Daytona is a particularly lethal one, due to a very deep lake in its centre – any unsavoury under-taking on the inside lane and you'll be up to your speedo in drink.

Except you don't have a speedo. Everything's in revs. So, if a policeman stops you and says "Do you know what speed you were doing, sir?" you'll be able to reply "No – but it was about 8000 revolutions per minute". Revs control the speed, gears control the revs. The five gears plus reverse are changed up and down by pressing the fire button and the appropriate direction.

Before you can 'burn rubber', you have to qualify. This entails whizzing around the track at light speed (well, in a time under about 50 seconds anyway). Before you can 'incinerate the elastic solid made from latex of tropical plants', you have to take part in a 'warm-up' lap. This entails you doing a lap, keeping to starting grid formation and not exceeding 100 mph. Then the green flag appears and they're off!



Multi-coloured sprinkly people applaud your every move!

WHAT'S WHAT

TITLE	Days Of Thunder
PUBLISHER	Mindscape
PRICE	ST/Amiga £24.99 PC £24.99
FORMAT	ST/Amiga/PC
RELEASED	September

AMIGA

Macca: Okay, so what's the most important thing a race game needs? Good filled-in vector graphics? Massive roaring sound effects? Clever multiple 'camera' angles? Well, *Days Of Thunder* has all these. Colourful and realistic fellow cars that zoom and slice and career into you. Screeching brakes, howling engines and rumbling rev noises. Above, airship, behind, trackside, and audience views, all at the press of a key. But does this game have the race game 'feel'?

Yes it does! The handling is very smooth and responsive. The car bundles about the track at a fair old pace and the impression of speed is excellent. You can really feel exhilarated as you streak neck and neck, bumper to bumper with the evil orange car, trying desperately to overtake it before the bend comes up.

HASSLE FACTOR: 2
Need to qualify for each track over and over again.

Handling tends to become a bit iffy, however, when you unexpectedly leave the road. In seconds you lose all speed and are left floundering in fifth, howling with frustration as you try to get going again. If that's annoying, then getting cut up by the car behind is double extra bloody annoying. Two jostling cars can



Didn't your mother tell you that illegal pit movements make you blind?

become stuck together and often you get shredded to bits before you can wrestle free.

But the graphics are pleasant, even though the audience in the grandstand look like those multi-coloured sprinkly bits you put on cup cakes. The action's pretty frenzied (until you select over twenty competitors, then it gets a bit sloooow). And there's a great action-replay sequence. And there's a modem link, allowing player-to-player races. And... good grief, there's the bottom of the page!

STOP

GRAPHICS 80	ADDICTIVENESS 82	SOUND 75	EXECUTION 81

OVERALL 80

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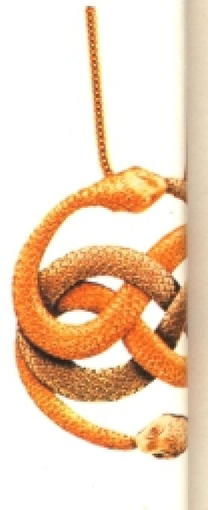
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OVERALL
80







TORVAK THE WARRIOR

Kiss my axe! Up your axe! My you've got a pimply axe! Now *David McCandless* has used up all the possible 'axe' references he can think of, he can get on with reviewing *Torvak The Warrior*, who walks funny due to his massive axe (oh damn).

Torvak is a big chap, very big. Now when I say 'big' I don't mean like a house is 'big'or a middle eastern conflict is 'big'. I mean absolutely massive, titanic, huge, gigantic, erm, large. Torvak is so big he makes Arnold Schwarzendoofer look like the guy from the Gold Blend ads (ie a bit of a namby-pamby). The only thing that isn't big about him, alas, is his brain. It's small, very small. In fact it's so breathtakingly tiny that it's situated in his big toe. If it was in his head it would swish about like a ball-bearing inside a basketball.

The plot of this game isn't really important. What matters is that Torvak has lots of ruinous wastelands to swagger across and lots of monsters to kill.

Level one is a rocky wasteland, fitted out with deserted houses, withered trees and mountainous backdrops. Subterranean caverns honeycomb the landscape, and are accessed by a series of abrupt ravines and cunningly disguised entrances. This is obviously a cue for exploration on a grand scale.

Exploration isn't needed to find gravestones though. These litter the place and are cunningly disguised little houses where hidden bonuses live – they can be extra energy, bountiful baubles and jewelry (specially designed for the rather more 'camp' muscle-bound warriors) or weapon power-ups.



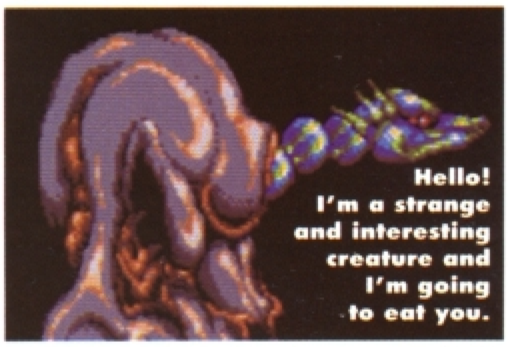
Phee-*ew!* That swamp man's past his sell-by date...

WHAT'S WHAT

TITLE	Torvak The Warrior
PUBLISHER	Core Design
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

Power-ups are activated by holding down fire. They can range from the odd thunder/lightning/fire/laser bolt to a full scale November 5 Penny For The Guy Please Guv pyrotechnic show. A clever one is the mini earthquake. Furious Torvak bashes at the ground with his weapon and the whole screen shakes, swallowing up any nearby nasties.

Nasties normally tie in with the scenery (sort of). So level one has flies,



Hello! I'm a strange and interesting creature and I'm going to eat you.

wasps, man-eating plants, green goblins, and carnivorous caterpillars infesting it. Level two is located in a damp sweaty swamp area, populated by quicksand, stone golems and horrible wood-louse like bugs. And so on.

The best defence, of course, is the axe (pause while writer tries to think up another 'axe' pun). It's useful for attacks from the front and from above. Torvak can jab with it, chop, slice and behead. There are also other weapons to collect, such as swords and morning stars, which are mainly concealed in the nooks and crannies of catacombs.

Aside from his weapon, Torvak can use his athletic abilities to keep him out of mischief. Gasp! as he jumps up a whole screen. Wonder! as he ducks to avoid the low flying monster. Say Cor! as he tumbles through about 17 screens and lands, unharmed, at the bottom.

In time honoured tradition each level is finished with a massive monster. On the first level you have to slay a rather arrogant stag deer who fights hoof and antler to win. On the other levels you must confront...well, you just wait and see *(You didn't get that far did you? Ed)*.

Macca: The beauty of *Torvak* is that it's just wholesale murder and not much else. You can abandon all concerns of going back to school and worrying about the approach of Christmas, and spend an evening chopping, hacking and dicing. Bliss.

And it's nicely done. The scrolling uses that new fangled parallax effect and is very smooth, despite my best attempts to foil it. You know the kind of thing, abrupt changes of direction, massive leaps up in the air just when the computer thinks you're on your way down. It didn't work. The graphics are colourful and detailed, even atmospheric; they're filled with nice touches like the splash when you dive in the water, and the way the lily pads sink as you use them as stepping stones. The sound effects too are rather good, with the swishy-swishy of Torvak's axe as it scythes through the air being accompanied by the splattering-splay of dying yucky-yucks *(Where do you get these words from? Ed)*.

HASSLE FACTOR: 0
Dead smooth.

My only quibble really is the repetitiveness. Thoughtless violence is all very well, but even that needs a bit of variety, and the landscape too tends to be rather samey-samey in places. That said, Torvak the game is just like Torvak the bloke: mindless and erm... fun. *(Well done. Ed)*



Fat, plump, rather rotund and *big* trouble...

GRAPHICS	88
ADDICTIVENESS	85
SOUND	86
EXECUTION	89
OVERALL	87

LETTERS

If you have something of great significance to communicate to the world, then you could do worse than write to the ZERO letters page. (You could, for example, write to Kevin Keegan of Southend – that'd be pretty pointless.) (Hang on a minute – haven't I read this before somewhere?)

THE YOUNG ONE

I claim the title of being the youngest and most intelligent reader of your fab mag. I was 11 years old on the 8th July at 4:20 in the morning. What a piece of rubbish, you may think, but for me it means lots of computer games!

By the way, anybody disputing that I am the youngest reader, you have been warned: for I am a Teenage Mutant Ninja Turtle. My name is Spaghettio. Paul Cotton is still undergoing treatment in the house of padded rooms, this is a public health warning.

Justin Passmore Potatoes, Reading, Berkshire.

Justin. You're completely mad and not very old at all. **Ed.**

OVERWHELMED OF FAREHAM

I write to you an impressed man, so impressed I wanted to buy the company! Activision that is... So what impressed me? Well, as usual with these things it started with a problem. I had a copy of *Millenium 2.2* which had a loading problem on disk two. I sent this disk, some money and a covering (begging) letter to Activision.

The VERY NEXT DAY I received my reply from Activision, well done to it and the Post Office! Unfortunately the letter was bad news, Activision no longer keep this brilliant game and I was advised to go back to my retailer.

The plot thickened. I rang my retailer and found out that it also no longer keeps this title. I wanted to make a serious complaint, I could feel a *"That's Life"* letter coming on. But first I thought I would write a friendly letter to Rod Cousens, (the boss at Activision) and get his view on my problem.

AGAIN by return of post I received my reply. This is when I became impressed. Mr Cousens had sent back my £1.50 post and packing, sent back my corrupt disk and (get this) sent to me a brand new boxed copy of *Millenium 2.2* free of charge...

I assume the staff and management at Activision get to read your wonderful magazine and I felt that this would be an appropriate way of firstly thanking all concerned at Activision (particularly Mr Cousens) and to let all your readers know how wonderful Activision is and how good its customer service is.

Activision may not need the advertising this letter will bring but it certainly deserves it. I'm chuffed to bits to get a new copy of my game.

Ian Dickson, Fareham, Hampshire.

Phew! Nice one Rod! It took us ages to realise that 'Ian Dickson, Fareham, Hamphire' is an anagram of 'I work for Activision's advertising department'. Isn't it? I mean it couldn't possibly be true. No way could the Post Office make two next day first class deliveries on the trot. **Ed.**

ABERDEEN ANGUS

I am an Aberdonian who can't afford to spend money on the pathetic arcade machines on Aberdeen beach. But one caught my eye, *Golden Axe*.

I have an ST and would like to know when and who it's being converted by, because in (*C&VG* is not as good as ZERO, crawl, crawl) *C&VG* it said that eventually it would be released on ST and Amiga.

Ross Fraser, Aberdeen, Scotland.

Probe are doing the 16-bit conversions of Golden Axe *for Virgin. They should be out in October.* **Ed.**

A QUESTION OF CONSOLES

I am writing to ask a few questions about the Sega Mega Drive and the Atari Lynx. Will *Rainbow Islands* be coming out on the Mega Drive or Lynx? If so, when? When are the Mega Drive and Lynx released? Will *STUN Runner* and *Hard Drivin'* be out on the Lynx? If so, when will they be out? I hope you will answer these for me.

Stephen Fraser, Glasgow, Scotland.

The Mega Drive is to be launched at ECES and should be available in Sega outlets in September. Rainbow Islands *is unlikely to appear on Mega Drive for a very long time, if at all. The same goes for* STUN Runner *and* Hard Drivin' *on the Lynx – which, incidentally, is on sale now but often difficult to get hold of.* **Ed.**

SOUTHEND CALLING

Hope it's OK faxing my letter through. Your mag's brill but I have a question. Who is Mrs Pudgeley of Southend? I live in Southend but I've never heard of her. Can you tell me how her name gets into your mag and not Shaun Keegan of Southend?

Shaun Keegan, Southend, Essex.

P.S. Don't take the mickey out of my name by saying I'm Kevin Keegan, everybody does it.

Oh dear. Too late. I think we just did. **Ed.**

PC'd OFF

I have just finished reading issue ten of your magazine and couldn't help noticing what is appearing in issue eleven of ZERO – another cover mounted disk. At this point perhaps I should point out that I own a PC with one floppy drive and a hard disk.

Right, let's have a guess at what the cover mounted disk is going to be...

1) Bet it's on a three and a half inch disk
2) Bet it's only for the Amiga and ST
3) Bet it's of absolutely no use to me whatsoever!

I buy ZERO regularly and don't see why I should have to cough up so that Amiga and ST users can get a free game as I have done in the past with your mag. Why can't you put out a five and a quarter disk occasionally, after all they are cheaper. Most of the heavy duty PC mags have cover mounted floppy disks and they have self unpacking files to overcome the space problem. The technology is there, so why not use it!

Your magazine offers itself as supporting the PC, however the only evidence of this inside is the reviews. Take a look at the subscription offers for instance, I certainly will not be subscribing when there is only a choice of two games which I have to wait between three and five months for.

I buy ZERO as the reviews are accurate and it is written in a refreshing way. However, if you are not going to support the PC as you are doing with the Amiga and ST I'm afraid you will be losing my custom and ACE will be gaining a subscription.

Rod Mason, Coton, Cambridgeshire.

You can't pull the wool over a PC owner's eyes, can you? Caught red-handed with 75,000 three and half inch disks we were. It's a total bummer really, particularly if you're a five and a quarter inch man because you can't even re-use the disk. But to set the record straight, from now on we will be offering a special discount voucher for PC readers on ST/Amiga only cover-mounted issues in an attempt to spread the good things in life (ie ZERO specials) a bit more evenly. **Ed.**

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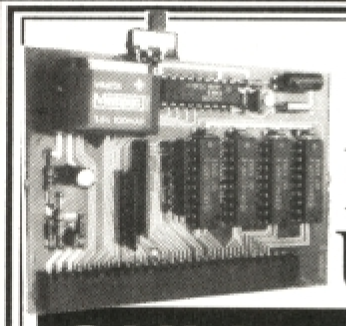
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MURDER

Sleuth! There's a bloke over there with no strides on! Not only that but someone's 'topped him'! *Jane Goldman* sticks on a false moustache and deerstalker and prepares to solve a murder most foul...



Picture the scene: you're staying at a swanky old country manor, poncing around wearing a stripey jacket, and stuffing your face with snoot scoff such as 'petit fours', 'grouse' and 'Birds Eye Prime Cod Fingers from the Captain's table'. *(Are you sure about that last one? Ed.)* In short – you're having a high old time, when what happens? Some ruddy spoilsport goes and gets murdered, that's what!

So, what do you do? You have a choice: a) Look deeply shocked, panic a bit, have a stiff drink, call the police, get dutifully interviewed. Erm.. have another stiff drink, um... have yet another stiff drink, pack your bags and go home a tad squiffy. Or: b) Shout "something is afoot!", walk around the body, scribble some things in a notebook, whip out a magnifying glass, fingerprint everything in sight, ask your grieving fellow guests lots of intrusive questions, solve the murder, reveal your findings to the police, get your piccy in the paper, get very rich and famous, and end up marrying Kylie Minogue (or something).

Your choice will depend on who you are. If you're a normal person, you'll choose a). If, however, you're a small black and white sprite in US Gold's *Murder*, you'll undoubtedly choose b).

Murder is a mouse controlled, one player, souped-up version of *Cluedo*. You're an amateur sleuth with two hours – real time – to solve a murder before the police arrive. You start the game knowing only the victim's identity and the method of murder (bludgeoning, stabbing, shooting, being forced to listen to Yell records, or whatever) and then it's up to you to solve the crime...



Hum, there are no fingerprints so I deduce the murderer... has no fingers!

Jane: It's *Murder*! *(She wrote. Ed.)* The entire run of the house is yours, and a click on the map icon presents you with a detailed floor plan. Within the house, and around it, you will find various objects. Most of them can be finger-printed, and if they yield any prints, you can save 'em to be matched up with other prints later.

The other thing you'll find is people. Loads of the blighters. All dashing around, in and out of rooms, picking up, putting down and passing around objects. You can question suspects, constructing "Tell me about...?" questions using menus of all the people, places and objects. This is the most frustrating part of the game, as the interaction feels... well, non-interactive. No one gets cross. No one gets excited. Even close relatives of the deceased won't bat an eyelid if you ask things like: "Tell me about Unger the maid and the inflatable yak in the guest bathroom." In fact, it's hard to ignore the fact that most of the goings on are decidedly unrealistic – I mean, how often does your family gather under the stairs to inexplicably pass round a cufflink?

HASSLE FACTOR: 3
Oops! Dodgy control system.

The graphics are nice but the main screen is monochrome. The sound effects, though thin on the ground, are pretty good too, except for a short burst of irritating whispering whenever anyone talks (ie lots). The mouse control can also be a bit of a pain, as one click at the wrong time can send your sprite scuttling at breakneck speed right out of the desired room.

All told, *Murder* at first seems interesting, challenging and exciting, then suddenly frustrating and annoying (largely thanks to the endless rounds of fruitless questioning), then – after a couple more tries – interesting and challenging again. However, without any save game option, people who're short on time and like a quick fix of gratification from their games need not apply. STOP

GRAPHICS	71	ADDICTIVENESS	76	OVERALL
SOUND	73	EXECUTION	74	73

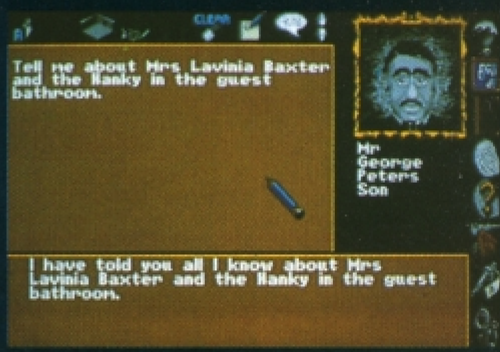
WITHOUT A CLUE?



There are over three and a half million murders to choose from! Make your random selection by changing various details – such as date and location – on this newspaper story announcing the murder.



Perhaps it would be more straight-forward if I confessed now?



But what about Mrs Lavinia Baxter's Hanky Panky in the guest bedroom?



OK, so it was a pretty wild guess.

WHAT'S WHAT

TITLE	Murder
PUBLISHER	US Gold
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	September


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Zolo, an apprentice to the Master of the Guild of Magicians, is young, talented and wise beyond his years. Though he has another 400 years of apprenticeship to serve,
Zolo has given glimpses of brilliance. His reward is a chance to enter the Guild provided he can cross the bewitched and dangerous world of Fumo, the dragon. The world of Fumo is colourful and full of cute but intelligent inhabitants. There are many hidden levels and rooms which can only be entered after solving different puzzles.
Zolo will need all his guile, wit and mastery of his craft to solve the complex puzzles. His youth and agility will be an asset as he journeys through the bewitching colourful land of Fumo. An arcade adventure full of colour, superb graphics and intrigue, to grip your attention from start to finish.
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DÉJÀ VU

Quelque chose vieux, quelque chose nouveau. Quelque chose emprunté, quelque chose bleu. C'est quoi? C'est déjà vu.

THUNDERSTRIKE

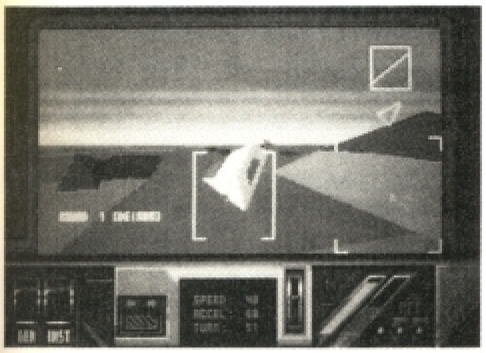
Millenium/£24.99/Out now
(PC version reviewed in ZERO 11)

Paul: There's no business like show business and there's no game show like *Thunderstrike*, a 21st century cross between *It's A Knockout* and the *Indianapolis 500*. Competitors fly round an arena in their craft aiming to knock out their opponent's craft and generators before they do the same to yours.

Performances are judged on defensive and aggressive success as well as viewability (the bums on seats factor). There's also the opportunity to upgrade your craft, but when it comes down to it it's really all about what happens out on the pitch. (Barry.)

On the PC, *Thunderstrike* was an extremely fast vector graphic shoot 'em up. The ST version has maintained the vector graphics but lost a lot of the speed and consequently the excitement. It's also slightly more difficult to control your craft. Conversely the game itself is quite a bit easier – unless my *Thunderstrike* skills have improved dramatically over the last couple of weeks.

However, although it has lost some of its cutting edge in the conversion *Thunderstrike* is still fairly exciting stuff – albeit a bit thin.



GRAPHICS 79 ADDICTIVENESS 80 SOUND 77 EXECUTION 84 OVERALL 79

FUTURE WARS



Delphine/US Gold/ £29.99/Out now
(Amiga Version reviewed in ZERO 2)

Paul: When this game first arrived on the ST and Amiga the ZERO phones went mad. Endless frustrated gamesplayers rang up in need of help, therapy or just a stiff drink. For a period virtually every other call was about *Future Wars*. We had to print a complete solution just so as we could get home in the evening. Even then no one could find the gas cylinder.

Now this puzzling adventure of time travel and mystery has arrived on the PC and the gas cylinders are still waiting to frustrate you. The PC version has maintained the impressive graphics of the original. The opening screen is so beautiful that it's almost a shame to move off it.

Movement is actually one of the problems in the game. Trying to use the mouse to guide very precise movements can be a bit frustrating. Far too often I accidently stepped through a doorway and had to wait for that screen to load before moving back out again. Worse still is the need for pixel perfect positioning to use some objects. The command "Get a little closer" is frequently repeated and always irritating.

In any lesser game these disadvantages would outweigh the advantages. However *Future Wars* is so beautiful to look at and so addictively playable that its problems pale into insignificance. Oh and by the way – the gas cylinder is beside the... no, you work it out for yourself.

GRAPHICS 92 ADDICTIVENESS 90 SOUND 80 EXECUTION 87 OVERALL 90

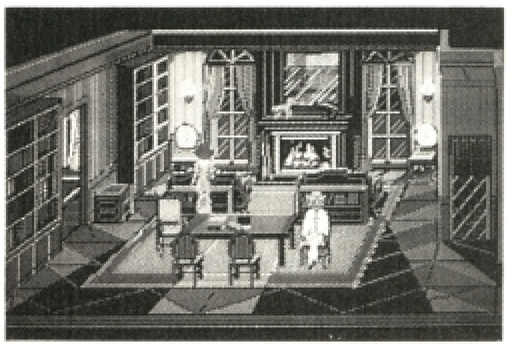
THE COLONEL'S BEQUEST

Sierra/Activision/£39.99/Out now

Paul: Laura Bow is not exactly a fun person. She's the sort of person whose idea of a wild night is to read three Chekov plays in one sitting. However when the Colonel's family and servants start getting bumped off, it's Laura who has to hunt for clues, secret passages and gossip in an attempt to get the murderer before he gets her.

The *Colonel's Bequest* is a Christiesque (?) murder mystery that aims to create the atmosphere of a Broadway play. Interesting viewing angles, detailed scenery and 'traditional' characters all contribute to this despite the rather PCish look of the graphics. (There's also an atmospheric, if inconsistent, soundtrack.)

Rather than solve a puzzle to get onto the next screen, *Bequest* gives you the run of the house. (Provided you can overcome a slightly fiddly control system which makes getting into or out of rooms a major operation.) Hence the game is rather more difficult than most adventures since you're not even sure of the problem let alone the solution. Unless you like your adventures easy, this certainly adds to the challenge, while there's still plenty of danger to add to the excitement.



If you can keep your head while all around are losing theirs, then you'll be in for a taxing and intriguing time. An interesting contribution to what seems to be an increasingly popular theme.

GRAPHICS 83 ADDICTIVENESS 85 SOUND 82 EXECUTION 84 OVERALL 85



THE PRICE I$ RIGHT

This month Leslie Crowther asks whether you can tell the difference between Stork SB and butter. For his pains he received a vicious jab in the coccyx. (Ouch!) So here's Chancellor John Major with a round up of his favourite budgets from this month...

EYE OF HORUS

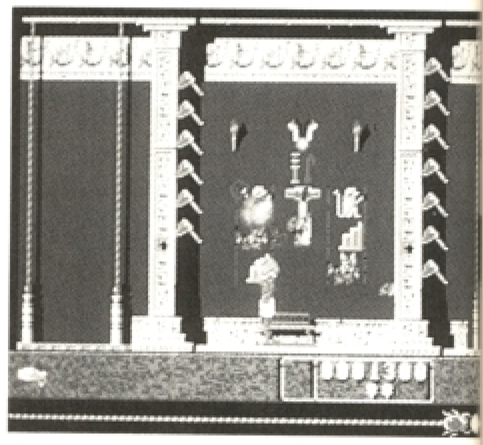
Prism/ST/Amiga/Out now/£4.99

Paul: Egyptian legends are certainly strange things. To untangle this one, you've got to find the chopped up bits of your daddy who's been made into a mummy. You must use amulets and keys to do battle with hieroglyphs and evils gods in order to find your seven part father, stick him back together again and make your mummy happy. (That's your real mummy, not your daddy mummy.)

The action in this rather unusual arcade adventure all takes place inside a pyramid. Hidden among the hieroglyphs and other decorations are various amulets that will help you in your quest. Even more useful is your knack for changing into a bird at the flick of a joystick. If you think that's weird, wait until you see the hieroglyphs start peeling off the wall and cruising towards you like a swarm of angry bees.

Eye Of Horus is imaginative and challenging with attractive screens. It didn't exactly have me breaking my joystick with excitement but it kept me in the games room on a hot summer's day.

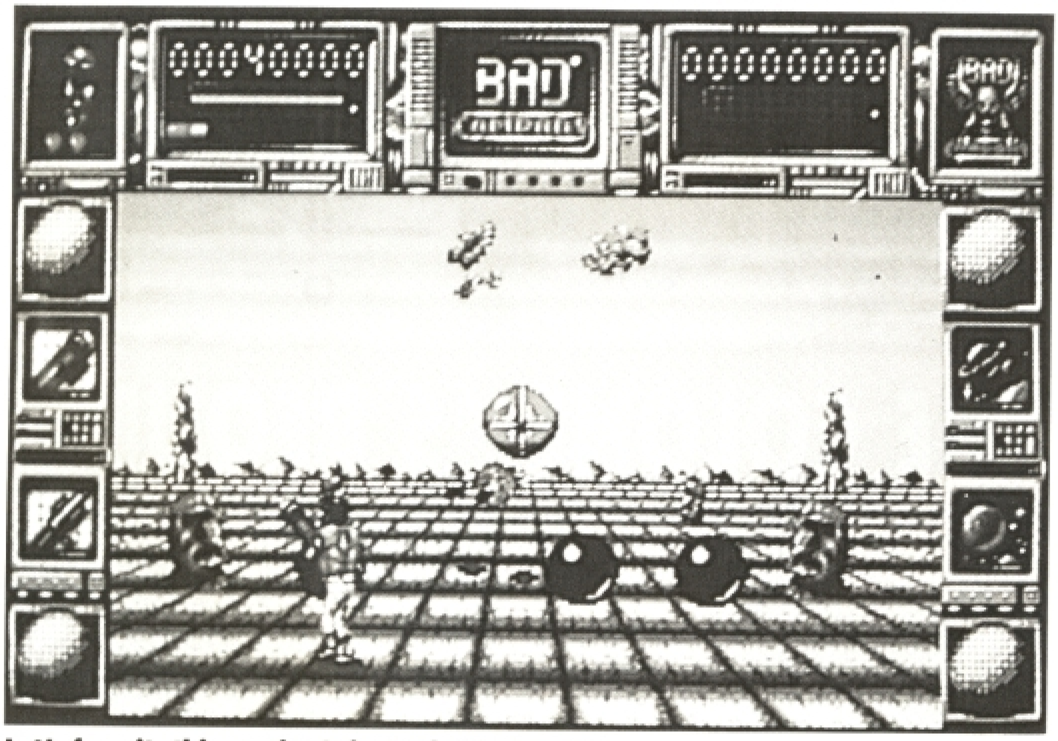
OVERALL SCORE 79



Frankly those family portraits are not all they might be. Even Auntie Ethel didn't look that ugly.



I wandered lonely as a racing driver miles behind the pack, all the cars were going fast, and I was at the back



Let's face it, this section's just a load of balls.

BAD COMPANY

Prism/ST/Amiga/Out now/£4.99

Paul: Full of characters with nicknames like "Ironside" and "Maniac", *Bad Company* is the sort of game that's so tough it wouldn't like to meet itself on a dark night. When it first came out it was described as a poor man's *Space Harrier* – which makes it ideal budget material.

Bad Company is an into-the-screen scrolling shoot 'em up which requires you to rid various planets of their less than friendly inhabitants. You can choose which character you wish to play and which planet you're going to clear. To be honest the characters all seem to be much of a muchness and the planets differ a bit in difficulty but not at all in looks or action.

It's all fairly colourful, fairly smooth and fairly standard shoot 'em up fare complete with bonus weapons and extra lives. Pretty good for what it is and for little more than the price of a 12 inch single, it's very good value.

OVERALL SCORE 78

FAST LANE

Action 16/ST/Amiga/Out now/£4.99

David: Artronic originally brought out this 24 hour road racing sim as a full pricer in February and since then Artronic itself has – sad to say – gone 'down the dumper'. Still, the ghost of the chaps who brought you the six hundred Speccy games on a cassette for £2.99 (and who could forget the marvellous *Barrel Jump* or *Skittles*?) has returned to haunt us with the reappearance of *Fast Lane* on Digital Integration's new Action 16 budget label.

When this game first appeared it didn't cause much of a stir in the ZERO office but here it is for a fiver (and that puts a whole new complexion on things, doesn't it?). It's a rolling road game that puts you in a Cosworth and offers nine different circuits and the chance of popping into the pits for an oil change, refit and long glass of shandy.

For a fiver, *Fast Lane* isn't too bad but it's still not a great driving game. The graphics are far from outstanding, particularly the other competitors, who look a trifle flat and seem unaffected by being hit at great speed by a badly driven Cosworth. They also vanish which is a tad alarming.

There are some quite nice features such as the pit stops where you must weigh up the necessity for each repair against the time it will take. However, it's hard to believe that *Fast Lane* was once a full price game.

OVERALL SCORE 72

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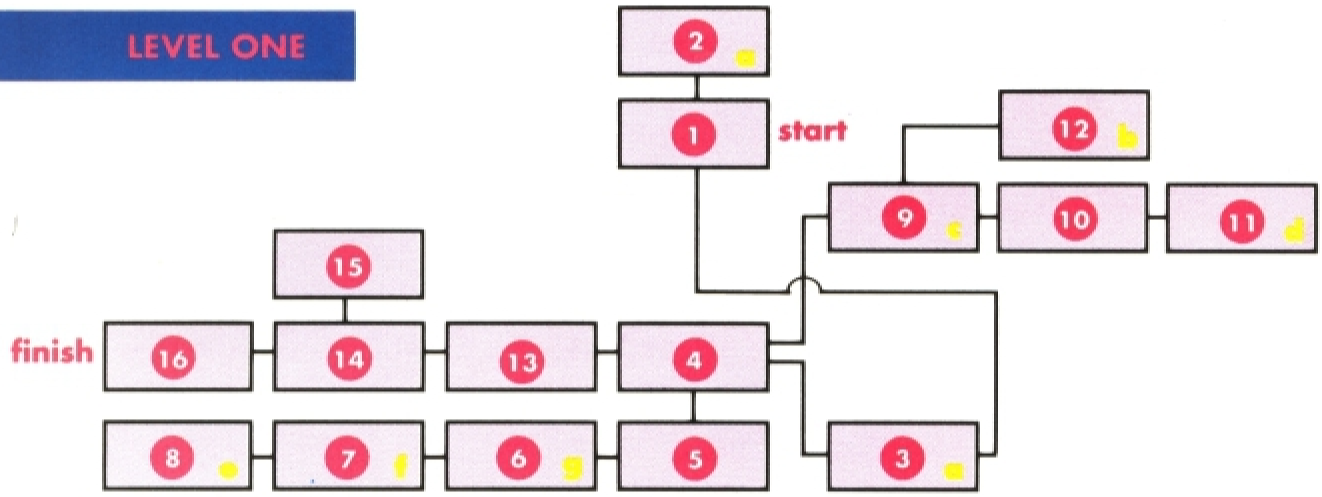
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*AND ALISTAIR

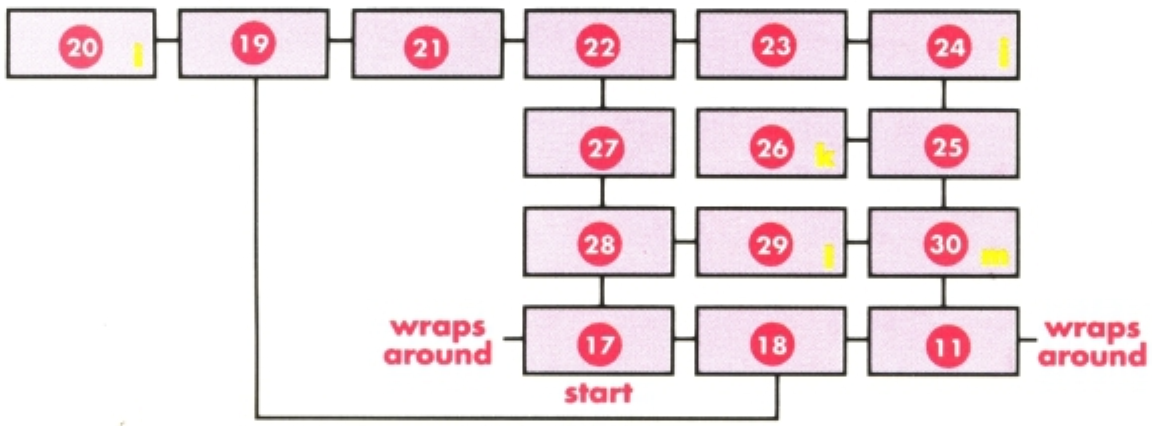
Hurrah for ZERO! This month we present for your delectation part one of the complete and utter solution* to *Last Ninja 2* by... oh dear... *Rich Pelley*.

LAST N

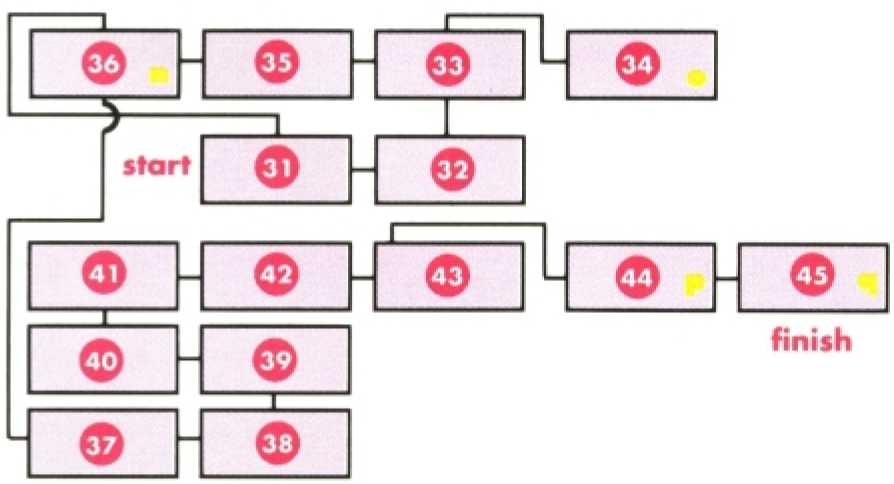
LEVEL ONE



LEVEL TWO



LEVEL THREE



KEY

- a Switch
- b Nunchaka
- c Hamburger
- d Nunchaka
- e Staff
- f Map
- g Shuriken
- h Key
- i Shop door
- j Bottle
- k Spanner
- l Hamburger
- m Manhole
- n Grate
- o Grate key
- p Torch
- q Croc

WARNING – Do not use this solution unless you want to, erm, complete the game.

NINJA 2

ZERO MAP

LEVEL ONE

Go through the gap in the curtains and (after slaughtering the guy) punch the SWITCH that flashed as you entered room 2. Go back through the gap and fall down the open trapdoor into 3, pick up the KEY and exit to 4.

You're now outside. Avoid the man and exit through the down-right path to 5. Kill the bloke, then pick up (ie wibble the joystick as if you were about to pick something up) at the bin to find some SHURIKEN (ie throwing star thingies).



Leave through the down-left exit to 6, avoid the knife-thrower (try jumping) and continue into the next screen (7).

On this screen, pick up the object that looks like a stone (which is in fact a MAP, although *I* can't seem to do anything with it) and make sure that you are not using or holding anything. Walk into the grid thingy to climb up it and exit down-left to 8. Jump the holes (nasty) and pick up the STAFF (this needs pixel-perfect manoeuvring). Go back over the holes, empty your hands and climb down the grid in 7. Dodge the knife-thrower in 6 again and the bloke on the next two screens and exit right from 4 to 9.

On this screen (10) select the shuriken. Exit down-right to 11 and throw two at the thug with the staff – but NO MORE (it's best to save your shurikens). If he isn't dead then select the staff and clobber him with that. When he's dead, walk into the girlie's toilets, face down-right, walk backwards and pick up to find half a NUNCHAKA (one of those things made of two bits of wood with a chain in the middle which you can hit people with). Leave this screen and exit 10 by the top, walk to the hamburger stand (in 9) and pick up the flashing burger for an extra life. Select shuriken and exit up-right to 12. Throw two, select the staff and finish him off. Pick up in the girls' toilets again for the other half of the nunchaka. Exit up-left and then left to get to the gate in 4. See that Cop? Well, you can pop his clogs with that nunchaka thingy, then select the key and pick up at the top half of the gate – it'll open. Exit up left to 13.

'We hope...

Now we get to a tricky bit. With correct timing you should be able to jump onto the boat, then off again onto the path on the other side (although the chances are you'll fall into the water). Exit down-left to 14 and follow the winding path (jumping to avoid the bees which sap your energy) and walk off the top of the path. You'll find yourself on an island (15). Select the staff, move to the bushes and prod the boat – it'll move. Jump off the edge of the bottom corner of the island moving down-left. Exit the screen left to 16. Jump the river again using the boat, walk through the gate and that's it, you've finished the level!

LEVEL TWO

The main hazards in this level are the motorcycles and brick throwers. To cross the traffic lights; if moving down-left or up-right, cross when green. If crossing up-left or down-right, cross when red. By the way, you start outside the park in 17. Go down-right to 18 and cross the road to 19. Follow the pavement around the corner and eventually you'll come to a dead end with a man in it (20). Kill him using the nunchaka or staff and kick the left hand door. There's a bug here – you can do this all day and you'll get 500 points every time – should you really want to. Once you've finally finished, walk through the door.

You'll be in a Ninjitsu shop. Pick up the SWORD that flashed as you entered and run before the ninja wakes up. Exit and walk around the corner (19) to the two crossings. Cross down-right to 21.

Carry on walking through 22 until you reach the EATS shop (23). Kill the cop using your stolen sword and exit down-right to 24. Pick up the bottle, cross the road to 25 and go round the corner killing anyone you see. Walk into the open doorway in 26 and pick up to find a big spooky sort of SPANNER thing and then go back to the EATS shop.

Cross the road to 27. Continue until you reach a cop (28) and exit down-right to 29. Pick up the hamburger (difficult – you have to stand up-left off and right next to the stand, face up-right and pick up) and exit down-right to 30. Kill the cop, select the spanner and pick up over the man-hole to reach Level Three! Yay!

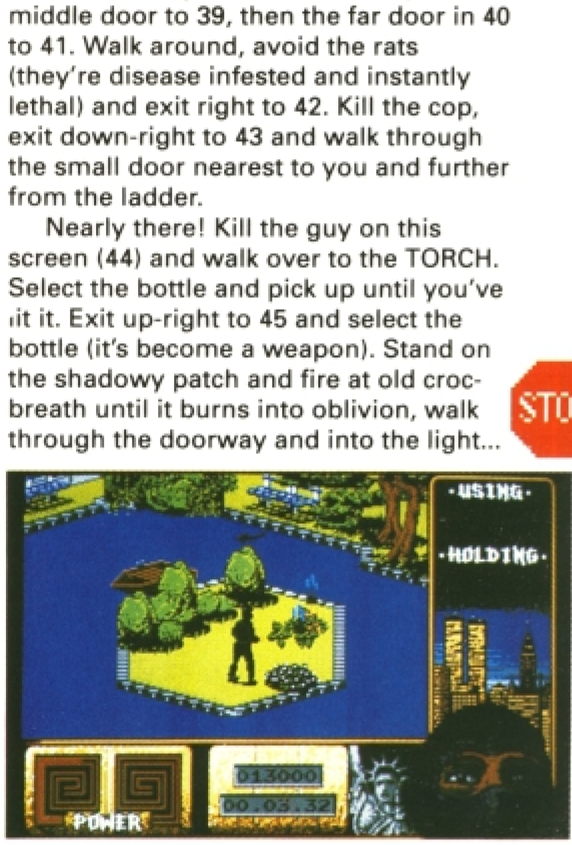
LEVEL THREE

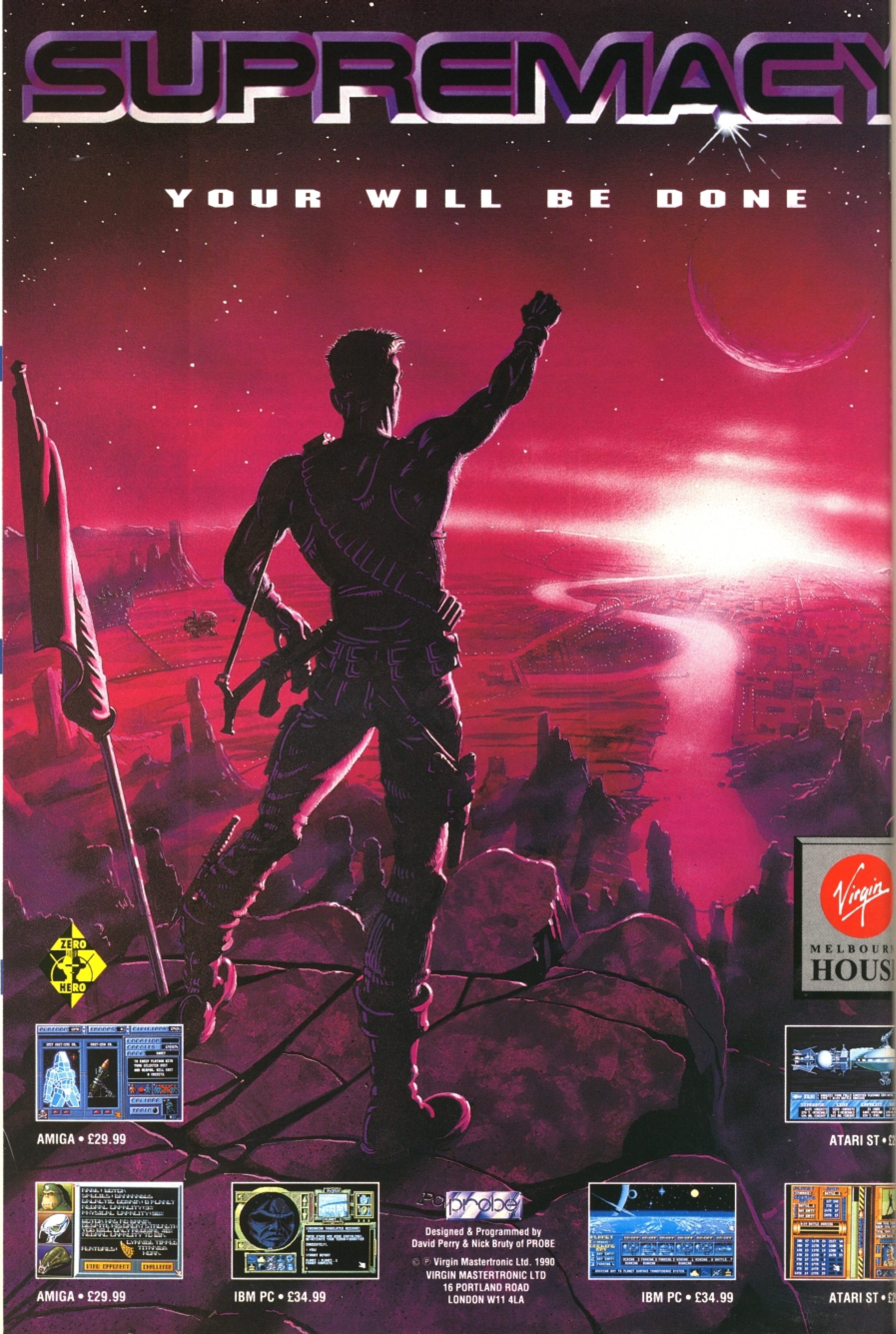
On this level the men suddenly get rather good at beating you up. Also, the sewage is poisonous, so don't fall in (aaaarrrgghhh...) Having fallen down the ladder, exit up-right to 32. Once you've got past the man and through the door to 33, you'll reach another. Avoid him and go through the door to 34, avoid yet another bloke (watch it – he's got a sword), pick up the KEY and leave the way you came (to 33).

Now be careful. On this screen is something that looks like a step; it's actually a large hole. Stay by the wall and jump over this and the one on the next screen (35). Run like billy-o (that spider's poisonous) and stand on top of the grate on the next screen (36). Select the key and pick up. Fall down the hole.

Avoid the blokey on this screen (37) and exit up-right to 38. Go through the middle door to 39, then the far door in 40 to 41. Walk around, avoid the rats (they're disease infested and instantly lethal) and exit right to 42. Kill the cop, exit down-right to 43 and walk through the small door nearest to you and further from the ladder.

Nearly there! Kill the guy on this screen (44) and walk over to the TORCH. Select the bottle and pick up until you've lit it. Exit up-right to 45 and select the bottle (it's become a weapon). Stand on the shadowy patch and fire at old croc-breath until it burns into oblivion, walk through the doorway and into the light... STOP





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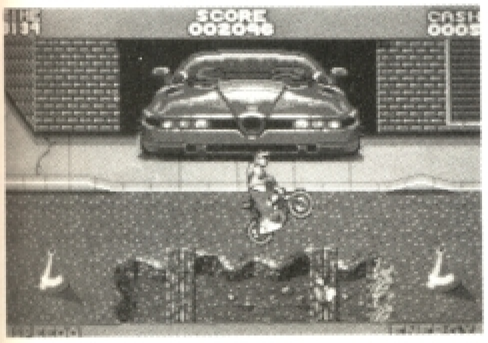


GUTLESS GULLY

Custard is yellow, shandy yellow(ish) and gutless gamesplayers have a yellow streak eight miles wide running straight down their backs. Not surprising then, that many a gutless shandy drinker is also a keen amateur painter. So, if you like your colours pastel and your drink diluted then Gutless Gully is the place for you.

EYE OF HORUS

William Braithwaite is obviously a real watercolours man since he's sent us a cheat for *Eye Of Horus* (See Budgets in this ish) that works on ST, Amiga and PC. On the credits screen, simply type SPAM to gain infinite lives. You will also be able to use all the elevators even if you don't have the key.



SKIDZ

Graeme Morrad took time off from painting still lives of his dad's prize petunias to suggest that while pressing the fire button hold down the ALT key. Whilst doing this, tap C for infinite energy or M to skip levels.



SHADOW WARRIORS

Start a two player game by pressing 1 and 2 together. During the game, pressing 1 or 2 will give an extra life to 1up or 2up respectively. Thanks to **Nicholas Yellow**... ooh, sorry, **Green**... for that one.

FLOOD

You shandy drinking artists will probably all be dropping your palettes in excitement when we tell you that we've got the passwords for every level. Thanks go to **Alex 'Renoir' Balcanquall** for this little lot:

SHANDY DRINKERS' HELPFUL HINTS

1	Frog	22	Reed
2	Year	23	Lime
3	Quif	24	Quid
4	Long	25	Wing
5	Word	26	Flee
6	Fred	27	Giga
7	Wine	28	Head
8	Grip	29	Loop
9	Trap	30	Sing
10	Thud	31	Joux
11	Frak	32	Pink
12	Vine	33	Gogo
13	Jump	34	Lets
14	Nill	35	Quad
15	Four	36	Bril
16	Grip	37	Eggs
17	Zing	38	Hens
18	Jing	39	Nail
19	Lido	40	Soap
20	Pool	41	Foam
21	Hate	42	Meek

SIM CITY

Sim City is the sort of game to appeal to the gutless since there is little danger and no end-of-level nasty. There's also a lot of yellow on the packaging. For those who still find it a little daunting, then **Matthew "Paint Palette" Horne** suggests pressing Caps Lock and holding down the letters FUND. This will boost the city coffers to the tune of $10,000. Every fifth time you do this you'll trigger an earthquake so be sure that your easel is secured.

LOST PATROL

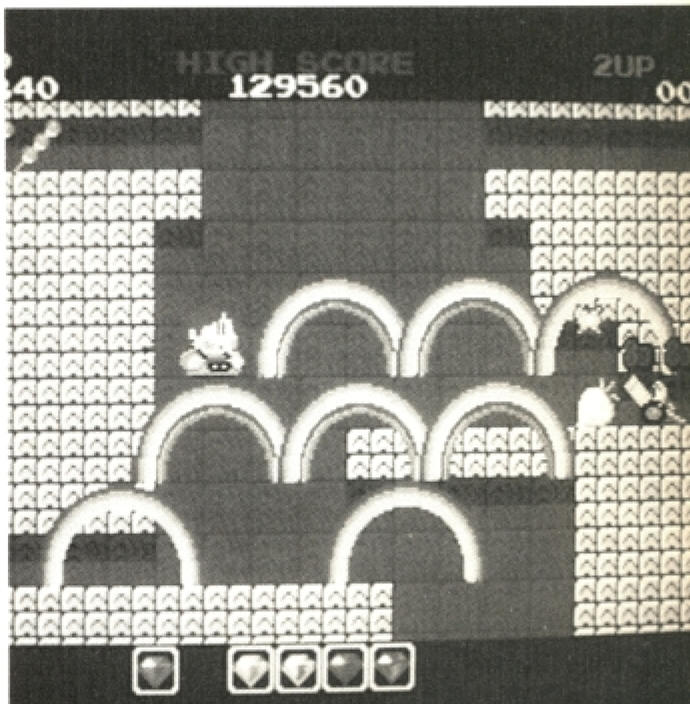
When he's not doing oil paintings of family groups and small corgies, **Guy McEvoy** enjoys shooting things. This means he's rather good at *Lost Patrol* for which he's included a few tips. 1. Make sure Weaver does not take the lead. 2. Every time you move three times rest for thirty minutes to keep morale constant. 3. When you reach the village choose QUESTION and HARD. Ask the old man where the food is. Then SEARCH AREA to find a tunnel. Send Gomez down it and 90% of the time he'll come back with some goodies. (Always SEARCH AREA after an encounter with the V.C.) 4. At the village on stilts you have to shoot a villager then QUESTION HARD and ask for food. Then shoot another villager, question again, ask for food, then ammo and then get out. Guy also suggests that, on reaching Du-Hoc, you should turn off your computer rather than suffer a "Hypocritical, blood boiling, patronising" end sequence.

KID GLOVES

Play up to level 6 then lose all but one life. When you're down to your last life press backspace. This will take you back a few levels and return your lives to 9. They should stay there until you press escape. Thanks to **Derek "Colour By Numbers" Scott** for that one.

RAINBOW ISLANDS

To reach the secret room on each level you must collect the diamonds in order; Red, Orange, Yellow, Green, L. Blue, D. Blue, Mauve. On the fifth island in the secret room you'll find a box which you should collect. There's also a gate with 7 on which will take you to island 7 without needing to go through 6. Famous London surrealist **Mrs C Venables** sketched that out for us.



I can sing a rainbow, sing a rainbow, sing a rainbow too...

IMPROVE YOUR HEX LIFE!

Jon North's hex life is legendary – but we're sure you don't want the sordid details, so here are some Pokes instead.

ZERO's a year old this month, and I still haven't had a pay rise. Why do I do it? Why would anyone do it? Well, take a look down the page and maybe (or maybe not if you've got an ST) you'll find the answer.

SHADOW WARRIORS (AMIGA)

My first routine this month gives infinite lives on this new Ocean beat 'em up, which is quite handy, really, as without it you'd, erm... well, you'd die, wouldn't you?

```
10 REM Shadow Warriors by Jon North
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 127
50 READ B$:B=VAL("&H"+B$):
CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>01255626 THEN PRINT
"ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 DATA 4CFA,00C3,0010,2C78,0004,
4EAE,FF3A,2840
100 DATA 6612,4E75,0000,0600,0001,
0002,0000,0030
110 DATA 0000,0400,70FF,4EAE,FEB6,
4BEC,0048,3AC7
120 DATA 429D,3AC0,5280,67DA,93C9,
4EAE,FED A,2AC0
130 DATA 2A8D,2B4D,0008,589D,4295,
4BE C,0008,7A05
140 DATA 1A85,41ED,0038,5C8D,2AC8,
3A86,41FA,0050
150 DATA 9080,9281,224C,4EAE,FE44,
4A80,66A4,224C
160 DATA D8FC,0100,337C,0002,001C,
41E9,0024,9BCD
170 DATA 48D0,3080,3346,0012,4EAE,
FE38,41FA,0032
180 DATA 3218,3018,EAB8,D040,3998,
0000,0480,07FF
190 DATA FFFE,64F4,5341,64EA,4EAC,
000C,4ED0,7472
20 DATA 6163,6B64,6973,6B2E,6465,
7669,6365,0000
210 DATA 0001,0F01,6000,0180,273F,
31FC,4EF9,038E
220 DATA 487A,000A,21DF,0390,4EF8,
0300,41F8,0300
230 DATA 33C8,0001,65AC,43FA,000C,
20D9,20D9,30D9
240 DATA 4EF8,041C,31FC,4A6E,4614,
4EF8,041C,0000
```

FLOOD (AMIGA)

You may remember that last month's IYHL was invaded by women (three guesses what this is leading up to). Yes, folks, Nikki Jackson's back (back back), with a routine for infinite lives on *Flood* (Flood Flood). Using it is a little different to the norm, so listen up. Firstly, tap in the listing (save it if you want), then run it with NO DISK in the drive. Now reset your Amiga (don't switch it off, press the three buttons), then wait for the Workbench prompt. You can insert the game disk when, and only when, it appears. So now you know.

```
10 REM Flood by Nikki Jackson
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 63
50 READ B$:B=VAL("&H"+B$):
CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>581479& THEN PRINT
"ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 PRINT "OK.REMOVE DISK AND
RESET"
100 DATA 2078,0004,41E8,0022,43FA,
0016,2149,000C
110 DATA 7200,7017,D258,51C8,FFFC,
4641,3081,4E75
120 DATA 202E,FE3A,41FA,001C,2080,
41FA,0014,43F8
130 DATA 0300,2D49,FE3A,701F,22D8,
51C8,FFFC,4E75
140 DATA 4EB9,0008,0000,2F08,2069,
0028,0C90,444F
150 DATA 5300,6614,487A,0016,215F,
013A,0668,920A
160 DATA 0004,2D7A,FFDE,FE3A,205F,
4E75,41F9,0000
170 DATA 9536,4268,38A8,4268,3916,
4268,3E14,4ED0
```

TREASURE TRAP (AMIGA)

You were begging this last hack to be for an ST game, weren't you? Unfortunately, due to circumstances beyond my control (and my ST being knackered), it isn't. What it is, however, is an infy lives program for *Treasure Trap*. Tap it in and run it and it should work (unless you're running it on an Oric, in which case you may have problems).

```
10 REM Treasure Trap by Jon North
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 147
50 READ B$:B=VAL("&H"+B$):
CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>01607829 THEN PRINT
"ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C
90 DATA 4CFA,00C3,0010,2C78,0004,
4EAE,FF3A,2840
100 DATA 6612,4E75,0000,0600,0001,
0002,0000,0030
110 DATA 0000,0400,70FF,4EAE,FEB6,
4BEC,0048,3AC7
120 DATA 429D,3AC0,5280,67DA,93C9,
4EAE,FEDA,2AC0
130 DATA 2A8D,2B4D,0008,589D,4295,
4BEC,0008,7A05
140 DATA 1A85,41ED,0038,5C8D,2AC8,
3A86,41FA,0050
150 DATA 9080,9281,224C,4EAE,FE44,
4A80,66A4,224C
160 DATA D8FC,0100,337C,0002,001C,
41E9,0024,9BCD
170 DATA 48D0,3080,3346,0012,4EAE,
FE38,41FA,0032
180 DATA 3218,3018,EAB8,D040,3998,
0000,0480,07FF
190 DATA FFFE,64F4,5341,64EA,4EAC,
000C,4ED0,7472
200 DATA 6163,6B64,6973,6B2E,6465,
7669,6365,0000
210 DATA 0003,1E80,6004,1EEC,217C,
6000,0530,00D2
220 DATA 43E8,0604,45FA,000C,701F,
32DA,51C8,FFFC
230 DATA 4ED0,209F,31FC,022A,1432,
43FA,0012,45F8
240 DATA 165A,7013,34D9,51C8,FFFC,
4EF8,06FA,4E75
250 DATA 4E71,4E71,43F8,1628,4878,
1300,6110,2F08
260 DATA 43E8,0122,6108,
317C,4A79,3410,4ED0,32FC
270 DATA 4EB9,229F,2280,4E75
```

STOP

THE BORING TECHNICAL BIT



Actually, it's not that technical. Come to think of it, it's not that boring either. Apart from that, though, I was spot on. What to do? Load Basic (via CLI or Workbench), type the listing as printed (save it to a blank disk if you want), insert your game disk in DF0: and ignore the "knackered disk" requesters, RUN the program and it will load, POKE and start the game for you. If you're using the *Flood* routine, check the blurb – this routine needs particular attention.

Wasn't that exhilarating? No, I don't suppose it was if you've got an ST, but you must admit, it was a bit cool nonetheless. Talking of less (which I was, sort of), I've got less space to tell you I've got less hacks in my file. If my file becomes empty, so does this page! The end of the world is nigh! But wait! There is a solution – simply hack a game or two and send the listing to me, Jon North, at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. There is a page at stake here (not to mention a free T-shirt for all would-be hackers).

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CONSOLE ACTION

INSIDE

Universal Energizer rolls off the production line

Aerial Assault appraised on the **Sega**

Burnin' Rubber: the first **GX4000** game taken for a spin

Consoles on video: the verdict

Plus news, reviews, tips and cheats

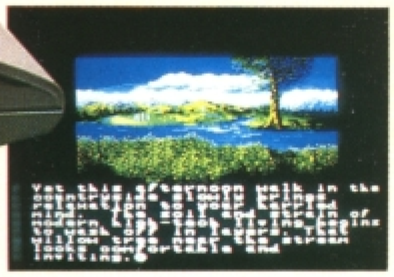
ATARI LYNX
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Amstrad's sub £100 console is about to burst onto the gaming scene, but will *you* be buying one?

REVIEWED



ULTIMA IV
Origin's roleplaying extravaganza hits the Sega



TEENAGE MUTANT HERO TURTLES
Shell shocking street-tuff beat 'em up on the Nintendo



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QUICKIES

Having difficulty deciding which console to go for? Or unsure what a console actually is? Check out the Guide to Games Consoles on video. There's everything from Atari Lynx hand held to the Sega Mega Drive together with a rundown of the best software titles for each machine. Ask your local console dealer for details or bell Hot Shot Entertainments on 0206 751217.

The Universal Energizer reviewed a couple of issues back is now rolling off the production line. A power supply has been built into the unit so arcade boards can be attached with the minimum of fuss. Details from Western Leisure on 0436 76215.

Sadly NEC are definitely not going to launch the PC Engine in this country. Instead the Japanese firm are going to concentrate on the US market where sales have been slow. It seemed almost certain that NEC would launch in the UK earlier this year, and sell the machine as the TurboGrafx for under £100. The PC Engine and its various off-shoots will still be available from grey importers like Micro Media (0743 271792).

POWER MACHINE

Bursting onto the console scene on the 21st of November, in Japan at least, is the much delayed Super Famicom. The price quoted by Nintendo Japan is ¥25,000 (about £100). Nintendo are going to make a killing — especially as the specs touted some months ago are expected to remain the same.

The Super Famicom is to boast an enormous palette of 32,768 colours with up to 256 colours on screen simultaneously. Up to 128 hardware sprites, sized anywhere from 8 x 8 to 64 x 64 pixels, can be on screen at once. Hardware screen tricks like rotations and zoom mean very nifty programming feats will be possible.

Sony are responsible for the custom sound chip which is reputed to be an eight-channel DMA affair. Digital echo is just one of the effects possible.

All this for £100 — Nintendo will clean up! Even the Mega Drive will look under powered and overpriced.

Games for the Super Nintendo will be priced at around £30 (that's the official Japanese price) and titles like Populous, *Drakkhen, Dungeon Master* and *Bombazul* will be available on launch.

Doubtless some of the first batch of 300,000 machines will enter the UK via grey importers. But at what price?



The Super Nintendo includes a SCART monitor socket — this hasn't appeared on previous consoles which could indicate an eventual European launch

RIDE ON TIME

Sega are sponsoring one of the hippest events this summer, the British BMX racing Championships. The event is to be held from August 25th to 27th at the American Adventure — the UK's first American Park, as if you hadn't guessed — located between Nottingham and Derby. A series of races involving tricky turns and double, treble and table top jumps will test the skill and endurance of riders. A number of winners form each event will go on to ride in the 1991 European and World Championships. For further information on the deal dial the BMX Association on 06286 68784.

AERIAL ASSAULT

Sega/£29.99/Sega MS

Once upon a time there was a game called *Freedom Fighter*. The game was deemed unfit for UK gameplayers' consumption. The reason: the naff name. And, lo, *Aerial Assault* was born. Education, history... that's all you get here.

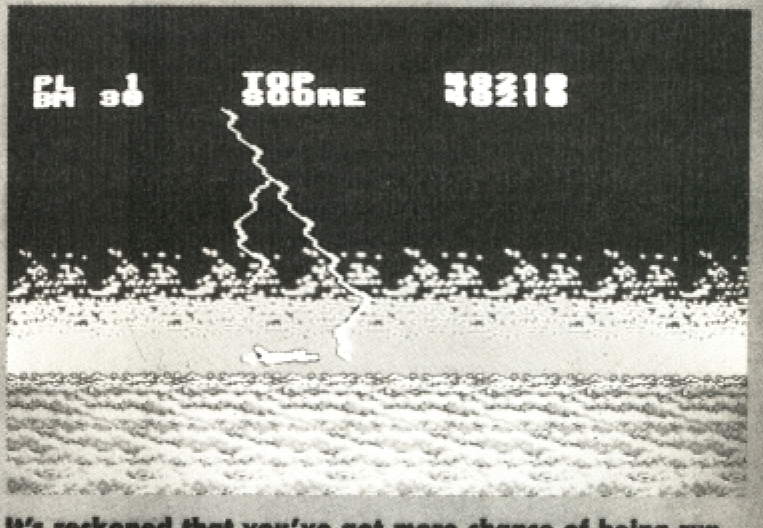
NAC are a vicious warring nation with a huge laser capable of wasting Earth's ozone layer and casting slightly more than a shadow of fear on Earth. In the year 1999 *(Yikes! That's not far off. Ed.)* NAC turn nasty and decide to nuke the nations of the World. Somehow out of the ashes you arise in a gleaming, golden craft with guns blazing.

So what's your task? Shoot whatever wanders into your path. But then you didn't expect anything less, did you?

Aerial Assault is similar to *P-47*. You hold the fire button down and move in any direction. Wave after wave of enemy planes, helicopters and boats trundle along making easy cannon fodder. Hitting a certain type of craft will result in a bonus bag. At the end of each level you get to meet the MC (Mega Charlie). Lots of bullets are needed for him.

Graphics are very simplistic to start with, but as the levels progress more objects fill the screen with pretty colours. Parallax scrolling on certain levels adds the illusion of depth. Particularly impressive are the bolts of lightning that explode from a thunderous sky.

You won't need a brain cell for *Aerial Assault*. In fact, you could probably get away with sellotaping the fire button down and putting the auto-pilot on. But then that's its attraction.

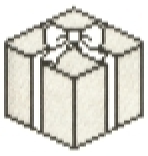


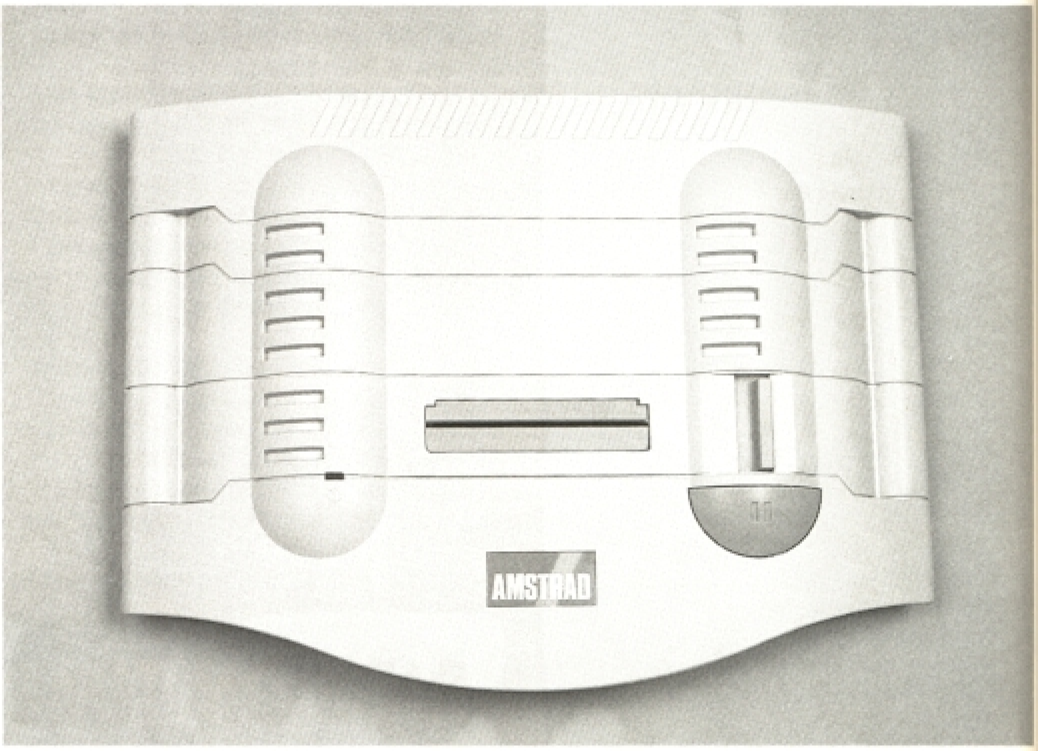
It's reckoned that you've got more chance of being run over crossing the road than being struck by lightning. Erm... please tell me it's true.

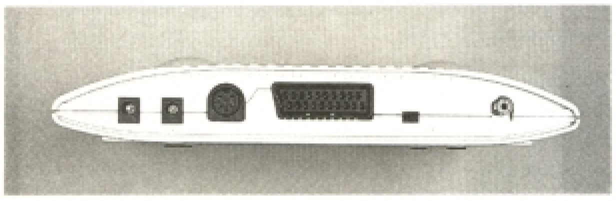
THE VERDICT 79

AMSTRAD

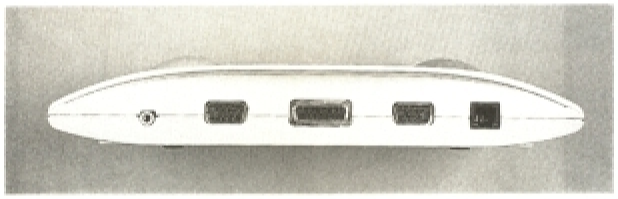
After all the rumours, speculation, denials and press embargoes, Amstrad have finally come clean and demonstrated their price-busting, power-packed GX4000 game console.



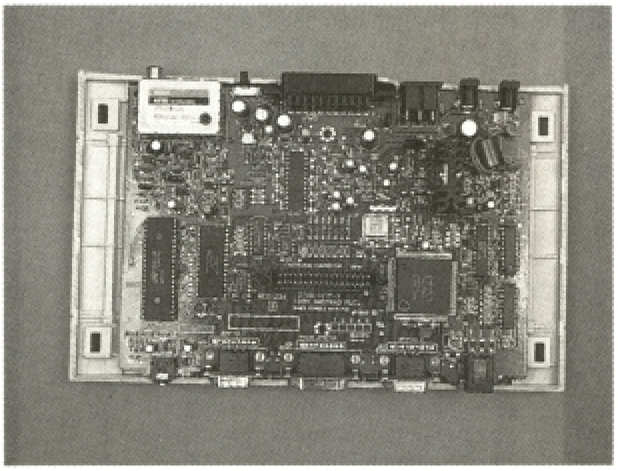




From left to right: 5 Volt power connector (dangles from appropriate Amstrad monitor), 9 Volt power connector (for use with supplied power pack), A/V monitor connector (the one that won't work with old-style CPC monitors), SCART socket, sound on/off switch, TV connector.



From left to right: stereo phono socket, player 1 joypad/joystick connector, analogue joystick port (accepts two sticks with suitable adaptor), player 2 joypad/joystick connector, auxiliary port for light gun.



There's not a lot inside Amstrad's GX4000. The Z80 processor sits to the far left of the circuit board. By it you can see the three-channel sound generator. The square chip to the right of the cartridge is Amstrad's custom piece of silicon which handles graphic modes, sprites, DMA sound generation and colours.

Coined the GX4000, Amstrad's new baby could well be confused with a brand of Duckhams' finest. On inspection, though, you'll conclude Duckhams will have to work damn hard to produce something slick enough to slither its way past the ever-watchful gaze of the Battlestar Galactica Colonists. For Amstrad's GX4000 looks to have done just that; it's the spitting image of a Cylon attack vessel.

Essentially the GX4000 is a souped up 8-bit Amstrad CPC in a pretty box. Rather than accepting tape or disk software, it uses cartridge-based software like most other consoles.

On the back there are two power inputs, A/V monitor socket, SCART monitor socket, sound toggle, and TV (composite) connector. Front: stereo headphone socket, two joypad connectors, analogue joystick input, and an auxiliary port.

In keeping with Amstrad's all-in-one policy, the CPC machines of old came bundled with a monitor. There's a female A/V monitor socket on the GX4000 which looks as though it could accept the old CPC monitor socket no problem. Ahem, well, big problem actually. Although similar, the sockets simply don't jam. There will doubtless be thousands of Amstradians wanting to purchase the higher spec machine and run it on their existing monitor. Well tough — it's not possible. Instead, Amstrad have simultaneously released a 12-inch mono monitor and a 14-inch colour monitor. How convenient... No firm prices for the monitors, but reckon on unleashing upwards of £100.

Two control pads are supplied. They're a little on the tacky side, but you can always swap them for a couple of two-button joysticks or plug an analogue joystick into the appropriate port.

So much for the outside. Inside the GX4000 is powered by the same 8-bit Z80 processor present in all CPCs. 64K of memory is used for looking after screen and other game information. Up to 16 colours can appear on screen from a palette of 4096. In addition 16 sprites, each 16 by 16 in size, can be planted on screen. Sprites can use colours independent of those already on screen. And, as sprites can comprise 16 colours, this means a pseudo maximum of 32 colours can be on screen at once. Simple times two and times four hardware sprite zoom is also there for the taking. Pixel scrolling in horizontal and vertical directions is possible.

Sound generation occurs in parallel with the processor. A dedicated DMA controller feeds the sound chip — which is a rather poxy three-channel stereo slab of silicon known as the AY8192 — with note values, timing and repeat loops. While sound hasn't been improved from the CPC machines, the way it's been implemented means the processor is left to get on with other things. And that can't be bad.

The GX4000 is unquestionably more powerful than the 8-bit Nintendo and Sega, but that's about it. At £100 all in, Amstrad's console is going to sell and sell. Software houses are familiar with the CPC format, so there'll be no shortage of good titles. It's got a good future me thinks.

DOPOLIS

BURNIN' RUBBER

Ocean/Free with system/GX4000



If you've experienced *Pole Position, Burnin' Rubber* will come as no surprise. You take the wheel of a formula one racing machine and must simply make it through stage after stage of seemingly ceaseless track. But before participating in the World circuit, you've got to qualify. That's it really.

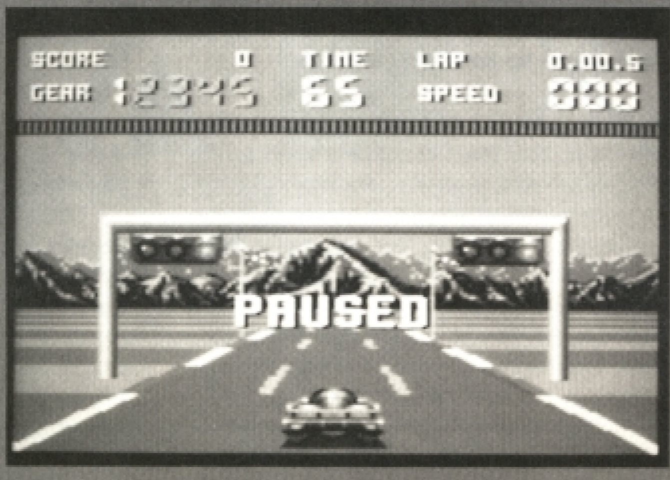
You get to change gears — all five of them — as you race round the track. Picking the correct gear can be crucial for cruising round corners. Go too fast and you'll skid into the dirt, a passing car or (even worse) a bollard or billboard. Go too slow and the other racers will overtake.

Crashes range from the sublime to the ridiculous. A scrape will result in a few sparks while a fast head-on collision with a billboard will send your car flying to dizzy heights in the sky. It's well OTT!

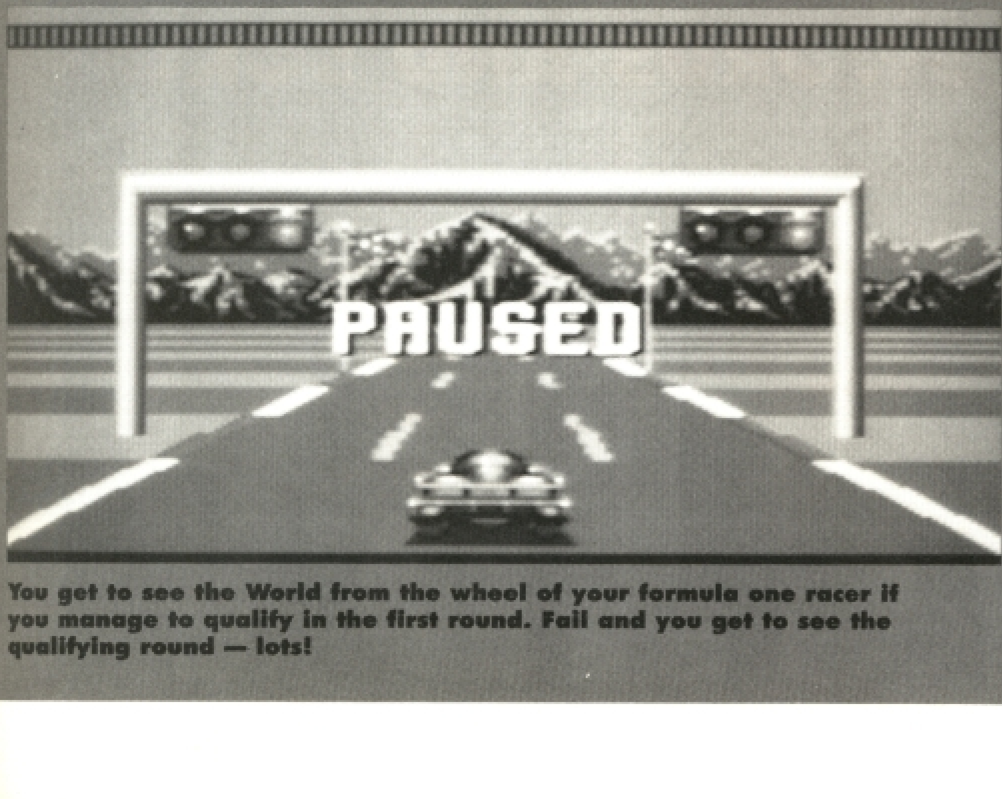
The graphics are definitely more interesting and colourful than *Pole Position*, but that's no great feat, really. To be fair though, *Burnin' Rubber* does look a lot better than other car games released on the numerous alternative 8-bit consoles.

Without doubt *Burnin' Rubber* is *Pole Position '90*. So what? No Amstrad CPC game has ever looked or played this good. For free there's no beating it! STOP

THE VERDICT 79



Stop playing at Chitty Chitty Bang Bang. Besides, you could be disqualified if the race arbiters get wind of your antics.



You get to see the World from the wheel of your formula one racer if you manage to qualify in the first round. Fail and you get to see the qualifying round — lots!

CHEATS!

Collusion rules. Don't accept anything less!

SUPER SHINOBI

Mega Drive

To build up a super huge number of lives you have to have patience. During the second part of level two between the two moving bamboo bits is a hidden two life token. Pick it up, then kill yourself and repeat the procedure. You'll be able to build up a huge stock of lives... it takes time though. Also, on the options screen select amount of shurikens as 00. Wait for about 15 seconds or press start quickly to get infinite shurikens.
Gavin White, Herts

BLACK BELT

Sega Master System

To enable you to finish Black Belt in one go, push button 1 to start a game and hold it down while the red screen is being displayed. When the black screen appears, let go button 1 and quickly press and hold the reset button. Rik will appear on screen. Walk across and fall over — you will now have infinite Riks.

METROID

Nintendo

Enter Justin Bailey at the code entry screen for a surprise.

LIFE FORCE

Nintendo

During a two player game, the player who loses all his lives and dies can press button A to return to the game with another life. This only works once for each player on every level.

SAFARI HUNT

Sega Master System

Simply shoot the following animals to qualify: the rabbit at the bottom of the picture on screen one; the armadillo towards the bottom of the picture on screen two; the panther on screen three. Make sure you shoot each as many times as possible and you should clear the qualifying mark easily.

SUPER HANG-ON

Mega Drive

Go to the password option and enter the code 6FF3F546F 355 64 FF0SLP1MFJEDGH for a credit of $9,999,999,990. With this you can build up a phenomenally powerful bike.

EVERYONE'S A WINNER



You could be a winner like Gavin White of Herts (who, incidentally, wins a totally fab copy of Thunder Force III) and gain ever-lasting fame. Simply get your game busting ploys in to Cheat! Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, London, W1P 1DE.

ULTIMA IV

Sega /£39.99 /Sega

CONSOLE CLASSIC

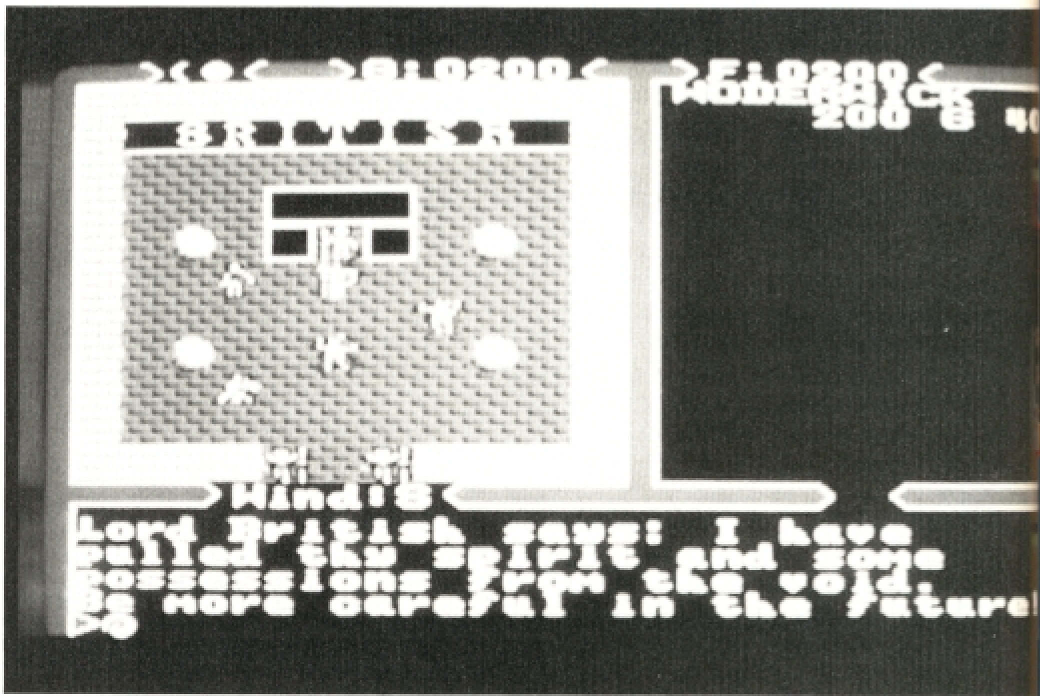
Roll playing? Sounds like a pretty stupid idea to me. Well I ask you, what can you possibly do with a piece of bread stuffed with various fillings? I tried having fun with a ham roll, but soon grew tired of the whole affair (have you ever tried playing cards with a bread roll?). Then I tried rolling it around the floor, but the lettuce merely got covered in carpet hairs. Naturally I gave up this roll playing lark as a bad game.

Hang on a minute, there's got to be more to it than this. After all, there's not even a bread roll included within the package (or a luncheon voucher for that matter). Seriously though, role-playing games can be a lot of fun. Honest. If you've ever played any of the role-playing classics such as *Dungeons & Dragons* you'll know how absorbing they can be. Not only that, they can make you more attractive to the opposite sex, increase your sexual prowess and make you an all-round popular person (that's what my role-playing friend tells me anyway).

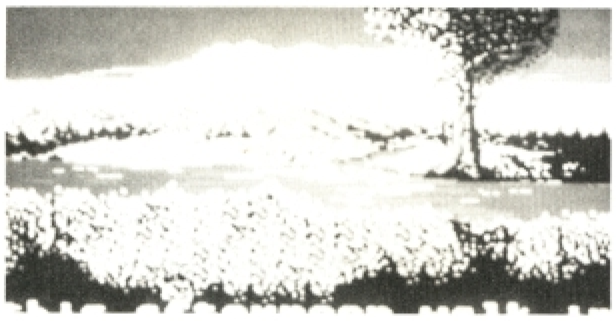
Ultima IV has deservedly earned itself a good reputation on other machines. The name of the game is adventuring. Your role in life is simple – roam around the land of Britannia mugging anyone who looks at you in a funny way while collecting as much dosh as your pockets can hold. You start the game with a sling-shot as a weapon. As you progress, you can gain extra weaponry and armour through fair means or foul (ie, you buy it or nick it). To enhance your mugging potential further, you can gain experience in magic and impress your foes with a fancy bit of jiggery-pokery (card tricks don't help!).

As your travels continue, you can build up a party of fellow adventurers; all of whom will help you achieve your goal. Having others around comes in handy as they'll help you carry your loot if the weight of all the gold coins becomes unbearable.

The whole point about role-playing games is their immense depth. There isn't any set way of completing or even playing the game – it's entirely up to you to decide your plan of campaign. If you want to roam around duffing in peasants, then that's fine. If you want to be more gentle, earning cash by more legal means, then that's fine. Whatever you do, it's up to you. And that's fine too.



That know-all Lord British has just rescued you from death. Now you have no choice but to fulfil his wishes.



Ah, such serene settings — is it really necessary to embark on a journey that means death, destruction and desolation?



Even if the characters you encounter extend their hand in friendship, biff them over the head. You never know what you might be able to extract from them. Besides, being brutal is best.

SWORDS AND SORCERY

Here are some of the things you'll need if you're going to get anywhere in this world. Most can be bought, others are gained by biffin' some poor unfortunate (it's a hard life, but someone's got to do it!).

AXE: Whacking gert axe that'll chop your enemies into chunks.
BLINK: Nice one this. Cast this spell and your party gets teleported to another location.
CROSSBOW: Considerably more powerful than a bow.
CURE: Bring any member of your party back to health. Alternative medicine isn't a patch on this!
FIREBALL: Warm up your enemies with this little party piece.
FLAME: Conjure up a wall of fire.
ICEBALL: You're a cool dude and this is the spell to prove it.
KILL: It's the ultimate in spell casting – the smart bomb of spells.
LIGHTNING: Strike your enemies down if they get too near to you!
MACE: Dent your opponents' skulls with this memory-jogger.
OPEN: If you don't have a door-key, this is the next best thing.
POISON: A canister of CN2 comes in handy occasionally...
SLEEP: Sends your enemies off to sleep faster than the Queen's Christmas speech.
SWORD: This is absolutely the best weapon available.


PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE
PLOTTING
ADDICTION!
Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?
seems so easy, can you beat the or your partner, is hideously mind ging game.
cial blocks will give you extra lives... GREAT!... but believe me, you'll need ke every advantage of this software's hardware! You'll need the skill of a Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, aim and block 'em out!... It's that simple... as simple as grilling ice cubes!
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TEENAGE MUTANT HERO TURTLES

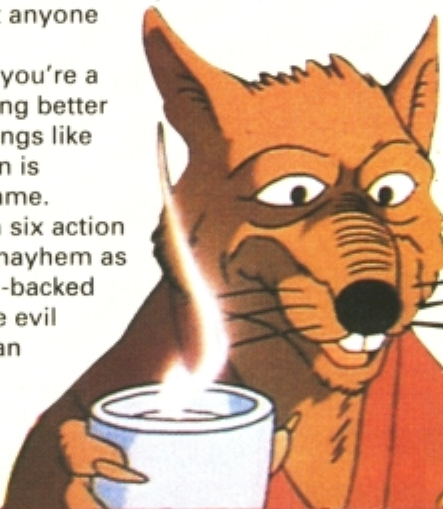
£39.95/Nintendo

CONSOLE CLASSIC

Enter The Turtle. Four turtles to be precise, named Raph, Mike, Don and Leo. The Teenage Mutant Hero Turtles who've taken the world by storm. Cartoons, books, comics, films, posters, T-shirts, Y-fronts, helicopters, space stations... and now the video game. Where will it all end? Isn't anyone sick of them yet?

Surprisingly (or not, if you're a clever dick who has nothing better to do but keep tabs on things like this), the Nintendo version is nothing like the arcade game. Instead, you're faced with six action packed levels of Mutant mayhem as everyone's favourite shell-backed heroes slug it out with the evil Shredder and his Foot Clan Gang. There's no simultaneous play for two players – but you can switch between turtles when energy gets low, or you think one particular turtle is more suitable for a certain level.

In true time-honoured tradition, a lady named April (have you ever actually met a lady called April?) has been kidnapped and the Turtles have vowed to get her back. Guided by their mentor, Splinter, they have to work their weary way through a maze of sewers, and find the house where they're holding April. Grab a few mouthfuls of pizza as you go, or the Turtles will probably have a teenage fit, crawl into a corner and sulk.



After rescuing April, the Turtles need to disarm bombs in a dam. There is a tight time limit on this one, so it's necessary to swim around pretty quickly, avoiding the traps laid by Shredder. You have to touch the bombs to disarm them. The novel control of the characters and the non-violent theme of this level just shows how much thought has gone into designing a varied and enjoyable game.

After drying themselves off, the Turtles head for home, after, of course, a short stop at Pizza Land to grab a few thousand platefuls of their favourite food. For some totally unknown and probably very stupid reason, the Turtles thrive on pizza. It restores their energy, fuels their partywagon, and can be



Yay, grab that pizza! Ooh, and isn't that the evil Krang I can see, lurking in a corner?

TURTLE

Who do these Teenage Mutant Hero thingies think they are? Brainwashing our kids, starring in films, conning us into buying records. But I can handle it, well, just as long as I've got my TMHT Y-fronts on...

RAPHAEL (R)

Raph's cool. He's rad. He's awesome. He's also the most useless Turtle there is...



DONATELLO (L)

'My, what a big stick you have!' 'All the better to poke 'em with, my dear'. Cowabunga!



With a bit of luck, Raph should finish tinkering, soon...



...But Don takes the glory!

LE POWER

LEONARDO

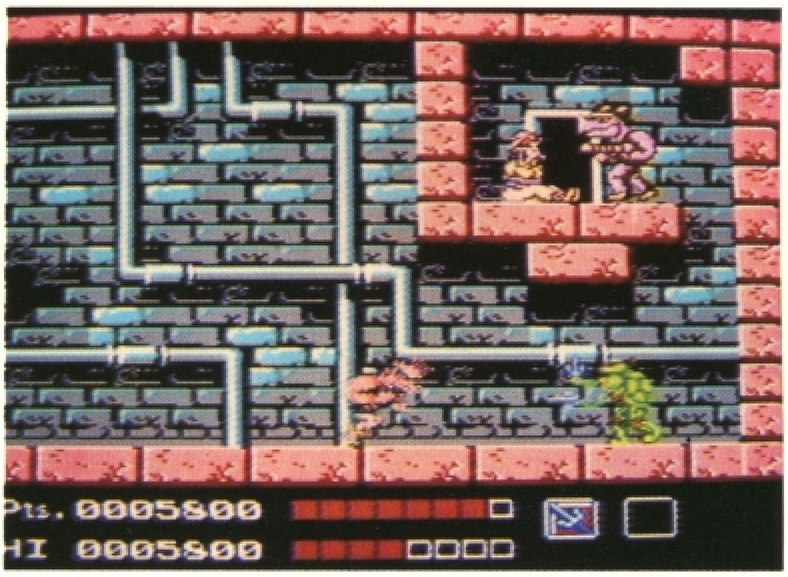
Leo's Katana (sword, to you matey) gives him the *edge* over his opponents. (Sorry).



MICHAELANGELO

His Nunchunka (don't ask) is great against the smaller enemies, but it's not so hot for cutting pizzas...





Ooh, look! There's April... and there's a rhino... er, and he's got a gun. Oops!

found hanging in mid-air. That all makes perfect sense to anyone like me. Then again, so does the Labour Party's alternative to the Poll Tax...

But wait! What's this? Splinter, the rat that taught the Turtles all that they know, has been kidnapped. Personally, I wouldn't give a four-x for some daft rodent who knows Ninjitsu inside out but still manages to get caught. But then again, I'm not a Turtle.

Anyway, Don dons his shades, ushers his friends into the partywagon, and cruises around town looking for Splinter. Roadblocks should be destroyed to allow the four through to new areas. Vehicles and the odd monkey (!) roaming the streets also need to be mashed.

By entering some of the buildings, the Turtles can find missiles and other weapons to add to their arsenal.

Naturally there are lots of Shredder's minions to avoid too. When the four find their way to the end of the level, it's necessary to leap across roof-tops and fight off an evil ninja (the Meka Turtle) to save Splinter.

The fourth level is similar to the first, only this time the Turtles have to find tunnel 18 of an airbase. There's a series of tunnels to travel through, the order of which you'll need to figure out.

More buildings and streets await you in level five as you search for the powerful Technodrome. Wander the streets once more, search the buildings and sewers, clamber up walls, avoid enemy spotlights and generally have the time of your life! Once you reach the Technodrome, which is in a different place every time you play, you'll have to work some of that pizza off and give the end-of-level boss man a poke in the eye.

Teenage Mutant Hero Turtles is a superbly designed game, with some wonderful gameplay and lots of surprises along the way. It's fast-paced, action-packed and great fun, especially with the various controls and screens. All in all, a very challenging game which, coupled with the excellent graphics and music, is a worthy addition to any Nintendo owner's collection. How about that for an end paragraph absolutely bristling with cliches? STOP

THE VERDICT 93



These turtles aren't very domesticated, are they?

PICK OF THE STICKS

Stick and swords are all very well, but it's more fun splatting monkeys with the party-wagon. Here's some other fun ways to obliterate Shredder:

BOOMERANG

Guess what? If you throw one of these things, it comes back to you. Don't you just love it when you learn something new?

SHURIKEN

Stars to you lot. They work a treat on soft, squidgy things.

TRIPLE SHURIKEN

Works even better on soft, squidgy things.

SCROLL

Destroys everything on the screen – personally, I prefer to torture my enemies with stars... one at a time.

MISSILES

Blows things up.



At last! Someone who nearly looks human! Unfortunately, he's also the baddie.


WONDERLAND
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ZERO HERO
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ADVENTURES

RED-BLOODED MAIL

Norm the facial hedgehog lets *Mike Gerrard* steam open a few more letters addressed to 'The Man With The Beard'...

Greetings beard-fans and a special hello to **John R. Barnsley** of 32 Merrivale Road, Rising Brook, Stafford, Staffs ST17 9EB. With a postcode like that, what other machine could John have but the ST? This chappie's got his fingers in many pies – and probably other places, too – but his latest adventure venture is to set up the Adventurers' Public Domain Library. John says that this "is a strictly non-profit making venture to promote inexpensive text and text/graphic adventures due to the distinct lack of commercial material available to adventurers nowadays."

Hmm, don't know if I agree with that last remark, but it's a worthy attempt to promote both PD and Shareware adventures and by concentrating on the one subject, John's been able to gather the pick of the PD libraries not only in this country but in the USA and the rest of Europe. Send an sae for details of how to get your first disk catalogue.

David Conland of Hull wants to know the answer to the Magic Mouth in the magnificent *Bard's Tale*, which is SINISTER. And Niel Hutchinson ever-so-kindly sent in a postcard to help the reader who asked how to kill Orat in *Space Quest*: "Don't drop the stone on the bridge to kill the spider but wait till it's on the screen south of the cave then dodge past into the cave and hide behind the rocks near the entrance. The spider will follow and.... BOOM!" Ta muchly, Niel, you're a toff.

Another toff is **Ronald Meens** of Maarschalk Fochstraat 35, 3970 Leopoldsburg, Belgium. At least that's what I think it says, as his handwriting looks like a drunken spider's crawled across the page. Still, Ronald also explained how to kill Orat, and asked for help on an ancient Amiga adventure called *Arazok's Tomb*. Again my files are strangely silent and I can't ask Clues-Eau as he's busy looking into the strange case of the missing brassières at the Folies Bergere. So can any wacky ZERO readers come to Ronnie's rescue?

"Dear Man-with-the-Beard". That's me. "Could you print my address as I need help or solutions to PC versions of *Windwalker* and *Captain Blood*. These are great graphic adventures but have been troubling me for many months. Help!" Your wish is my command: **Michael Savva**, 45 Berry Lane, Langdon Hills, Basildon, Essex SS16 6AY.

So keep those letters coming. Until next month, mes petits adventurers!

IT'S FOR YOU-HOO!

Quickly becoming a regular chum is Remko Heerings of Heggewikke 25, 6374 RV. Landgraaf, Holland. This month he has decided to provide ZERO readers with a very useful list of the objects in *King's Quest IV* and what you can do with them (so to speak).

Golden Ball: Throw it to the frog, then pick the frog up and kiss it.

Crown: Use it when you have to swim through the waterfall (as a frog).

Bag Of Diamonds: Give it to the fisherman and his wife.

Lamp: Use it in the cave with the troll.

Book Of Shakespeare: Give it to the minstrel.

Fishing Pole: Use it with the worm to catch a fish.

Worm: Put it on the fishing pole.

Fish: Throw it to the pelican after you've been spat out by the whale.

Lute: Swap the lute with Pan for his flute.

Flute: Play it for the guard of the apple.

Board: Use it in the cave where you fall.

Bone: Throw it to the ogre's dog.

Fruit: Bring it to your father.

Bow And Arrows: Shoot the unicorn with it.

Peacock Feather: Tickle the whale's throat.

Bottle: Pick it up in the whale's mouth.

Bridle: Bridle the unicorn with it (after shooting it with the arrow).

Whistle: Use it after you've picked up the objects on the little island.

Unicorn: Bring it to Lolotte.

Axe: Use it to frighten the trees with the ugly faces.

Chicken: Bring it to Lolotte.

Glass Eye: Give it back after the witches have offered you the scarabee.

Scarabee: Keep it with you.

Shovel: Use it to open the graves.

Sheet Music: Play it on the organ on the highest floor of the old house.

Key: Use it to open the door of the crypt.

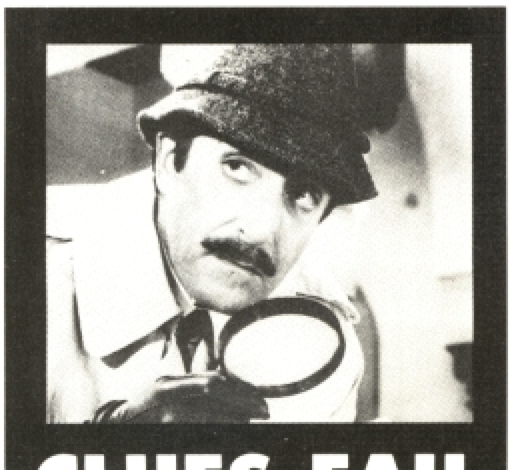
Pandora's Box: Bring it to Lolotte.

Talisman: Bring it to the fairy.



Second Arrow: Shoot the sleeping Lolotte, in the Castle on the end (then remember to get all your stuff back again and to bring Pandora's Box back to the crypt).

That's your lot!

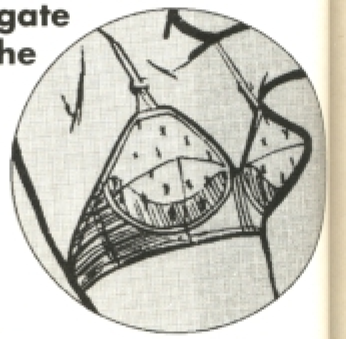


CLUES-EAU

ADVENTURE HEALTH WARNING: Reading the following may seriously damage your adventure fun – unless you're completely crap anyway.

GADZO

We are pleased to report that Inspector Clues-Eau cleared up the mystery of the Parisian snail-rustling which we mentioned last month but he was immediately called away again to investigate the strange case of a stolen brassière at the Folies Bergères. "A'll look into it at wernce!" he said, when told of the crime. That was four weeks ago and he hasn't been seen since. So we're forced to bring you the second part of the solution to *Zork Zero*, thanks to that adventure-playing genius (or geniess?), *Sue Medley*.



"Get saddle" (+12) from stable. "Get amulet" from GU Mountain and examine it (in the shape of a serpent's head with all the eyes closed). "Push boulder"(+6) to enter cave. (If yacht was at blue dock, the boulder would sink it!) "Push button, in Grotto. Go down from Grotto (don't carry anything breakable or containing liquid because you drop everything) and "get all'. The first three times you go this way, you will dislodge gravel which you'll need later.

At the Oracle, "Put ruby in depression" (it fits, the oracle's eyes glow, +9). Climb onto the oracle to be transported to five regions (statue, mine, crag, glacier, delta) in rotation. The oracle's eyes blink when the destination changes and if you "Undo" from an incorrect location, you can "Wait" till the one you want comes up. Arriving at each destination, the first time gives +10 each, total +50. To get back from each you must wear and rub the amulet to get to the GU Mountain and then slide down the gravel slope from the Grotto, then re-use the oracle to get to your next destination. These return routes will be omitted for brevity and will just be called "Return" and "Travel".

Carry all four orbs and toboggan and travel to Glacier. "Drop toboggan, sit on it" (you slide down to a frozen, mirror lake). "Examine <whichever> orb in lake" in turn till you find the one where you see a maiden asleep in it (random).

Return and travel to Crag. "Push button". Go into Enchanted Cave, "Examine altar" (it says 'Zilbeetha' – read about Zilbeetha in the library), "Put <whichever> orb on altar" (orb glows, it and statue vanish. You see Zilbeetha and her lover, they vanish, leaving a flower +25). "Get flower".

Return to West Wing and try to exit through west door (jester says you must show him something no-one has seen before and no-one ever will again). Collect wand and walnut, go to Parlour. "Point wand at lobster" (it turns into nutcrackers!), "Get lobster", return to door and try to go west (jester reappears), "Open walnut with nutcrackers, get walnut, show it to jester, eat walnut" (+20). (You can now go west.)

Go W to Hangar, "Enter gondola, examine buttons" (left Flatheadia, right Fenshire), "Press right button". "Wait" till gondola lands at Fenshire, "Get out of gondola" (+6). Go S, E to Ruined Hall, "Put flower in vase" (+16, exit opens east). Go E to Secret Room, "Get stepladder".

Go W, S to Hot House. Jester offers to play snarfem. Watch the flowers at the top of the screen; the left lot shows which pile to pick, the right how many to choose. You win a paper fan (+12).

Go N, N to the marsh. The Jester is there with a cookpot and says it's impossible to cook Borphbelly stew without the proper ingredients. Return to the Library and read about borphbelly stew – needs an earthworm, rooster and fox. Get the earthworm from Inner Bailey, rooster from Stable and fox from GU Woods and transport all via gondola to Fenshire. Try to give one to the Jester and he says the ambience isn't right. The archway south collapses and slippery stones appear crossing the marsh. You can only carry one thing at a time over the stones and the fox will eat the rooster and the rooster the earthworm if they are left together. "Get rooster, N, drop rooster, S get worm, N, drop worm, get rooster, S, drop rooster, get fox, N, drop fox, S, get rooster, N". The Jester makes the stew. You fall asleep and wake in the hangar with a hexagonal block (+9). Get it.

Travel back to the castle, collect the cup of potion. Go down to the Pits and from there to the Brogmoid's Ear. "Drink potion" (you hear the ear fungus muttering). "Listen to ear fungus" (they are talking about their lost cousin <random name>, Boris, Melvin etc). Go to the oracle, "Drink potion, drop cup", use oracle to get to Foot of Statue. Go to the Top of the World and the toe fungus. "Find <name>" (a little fungus trots up and says 'that's me'). "Get little fungus", travel back via GU Mt to the ear fungus, "Drop little fungus (there's a grand reunion and the fungus part to reveal a passage into the ear +18). "In, get earwax".

Go to the Torture Chamber (you hear ticking). "Open maiden" (a metronome falls and the ticking stops +12). "Get metronome".

Go to the Vault Door, "Wear glove, turn dial to <any number>" (the gloves make you extra-sensitive. As you pass <random number>, you stop . "Open door", enter and "Get certificate" +12.

Collect the two passages from the Passage Store Room and carry the cloak, pigeon and perch. Follow the blueprint



RKS!!!



from the packaging, go to 46 and "Install northwest-southeast passage in NW wall". Go to 15 and "Install north-south passage in north wall". Go to 17 . "Drop perch, wear cloak" (+16, you are transported to the Plain). Find the knight and "Give pigeon to knight". He vanishes because he joins the perch. "Remove cloak" to get back to the passages and find him at room 17. "Get pigeon, give perch to soldier" then say "Soldier, go NW then N" and he jumps to room 0. "Drop pigeon, get it" to join the perch. You are now in room 0 with the soldier and hard hat. "Get hat" (+25). (Reverse the process to leave room 0 and return the soldier to the Plain – this may not be necessary but I did it anyway!)

Use the oracle to get to the Mine Entrance "Wear hard hat" to enter the mine safely (+9). Go to the Crawl and "Press button" and to the Dead End and "Get pen" (+12). Go to the Precipice, "Drop candle" (so the bird doesn't steal it), go E to nest and "Examine nest, get tie" (+12) . Go W, drop pigeon, E, SE (it's



dark), "drop perch, NW, W, get candle, get pigeon" to be transported to the perch. "Cough" (hint in calendar in packaging) so the two witches appear. They ask you to bring them 6 gloops of water from the GU Oasis and they'll remove the enchantment on that which you seek. They give you a 9-gloop vial.

Return to the castle, get wand and bar of flamingo food. Go to Garden and "point wand at flamingo" to turn it into a lawn ornament. Get it. Go to the Testing Room and "put ornament in left booth, put food in right booth". Travel by oracle to Foot of Statue . Enter Gumboz's Shack, "get 4-gloop vial, rub amulet" (a curse is cast on you for stealing the vial, you will need to eat very soon..) Return to the Testing Room (the ornament has turned back to a flamingo), "Enter right booth, press black button" (you turn into a flamingo) "Eat food" (it doesn't kill you because you're a flamingo, +20).

Go to GU Mt via oracle (any destination) and amulet and find the camel. It will need water at regular intervals, it will drink at the stream or the oasis. Go to the Oasis by camel (+8), "Get off camel" then "Fill 9-gloop vial, pour it into 4-gloop vial, empty 4-gloop vial, pour 9-gloop vial into 4-gloop vial, empty 4-gloop vial, pour 9-gloop vial into 4-gloop vial, fill 9-gloop vial, pour it into 4-gloop vial" leaving 6 gloops in the 9-gloop vial.

Return to witches, "Give 9-gloop vial to friendly witch". They want brogmoid ear wax too. "Give ear wax to friendly witch" (they cast a spell and you feel magic sweep out of the cave). Go to the club (previously a force stopped you getting it) and "Get club" (+12).

From the directions on the slate mentioned earlier, go to the Stump, "Stand on stump, <follow directions>" (eg jump west thrice, jump north or whatever) then "Dig ground with shovel" to find a treasure chest. "Open chest, get crown" (+12).

Go to the Library and translating the anagram given to you by the jester on the scroll (RAM A NAG, etc) "Touch armour thrice" to find a lance (+12). Making sure the timing is right to be transported to the Crag, carry perch, pigeon and wand. Go to Zoo, "Point wand at snake", (it turns into a rope) "Open cage, get rope, NW, U, E, SE, E, S, D, D" to oracle and thence to Crag... "D, tie rope to spire, drop perch, climb down rope" to Lower Ledge. About this time, the rope turns back into a snake. "Get easel" (+12), "get painting" (+12), "Get pigeon" to get back up.

Go to Foot of Statue via oracle and to Megaboz's Hut. "Read poem":

She stood in the shade of an ——
——She held the prize of a —— ——
And all beheld that she proudly ——
A relic found in a —— ——

"Drop ladder, climb it, open trap door, U" (+8) to enter Attic. "Press button". Return to rebus, "Examine rebus". Read the clues backwards to give the words 'tired pine (tie+bird-b, pie+n), 'Iron mine' (eye+urn, mind-d),



'Wore' (w+oar), 'Magic store' (match+chick, storm-m). Fit these words into the poem.

Carry block, go via oracle to Crag, go to Hollow. "Put block in hole" (+14), "S, get sapphire". Collect ring from magic store, go via oracle to Foot of Statue, go to Quarry's Edge where the pine is, then "D" to Quarry. "Wear ring" (you sleep and wake to find a key, +14).

Go back to Attic, "Unlock chest, open it" to find a robe, harmonica, notebook, saucepan and huge fly. "Examine notebook" (see the sketch of a steaming kettle and the word 'zastic' (random?).

Collect all the gravel and go to the Shrine. "Put gravel in bowl, again, again, touch elixir" (you gain spider-like tendencies!). Get the fly from the Savannah, Parapet, trunk and Delta. Go to the toad (you can get his name from the Calendar under John Paul and you must use his name). "Ask Otto for spy-glass" (he wants the four flies), "Give <whichever> fly to Otto" four times, "Ask Otto for spyglass" (he puts it on the small lily pad) "Get spyglass" (+12).

Go back to the Mirror Lake via oracle and toboggan as before. On the lake, "Throw toboggan east" (you slide west in reaction), "W, get model" (+12).

Put each item collected for each Flathead in the cauldron (24 items, +5 each, total 120). Time seems to stop. "Say zastic".

Time resumes its motion and the castle collapses. Go quickly to the Perimeter Wall, the gates are open. "NW", you dive through, the castle shrinks and shrinks. You find yourself at the west of the small house with the mailbox. The jester appears – it's Megaboz! He says the house is a warning against excess and you become the Dungeon Master....!!



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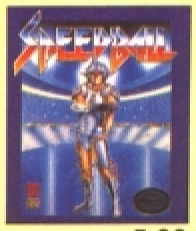
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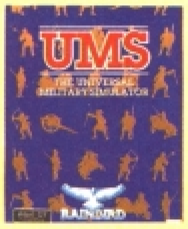
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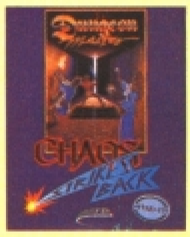
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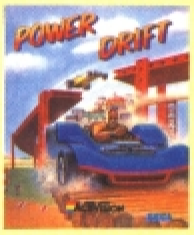
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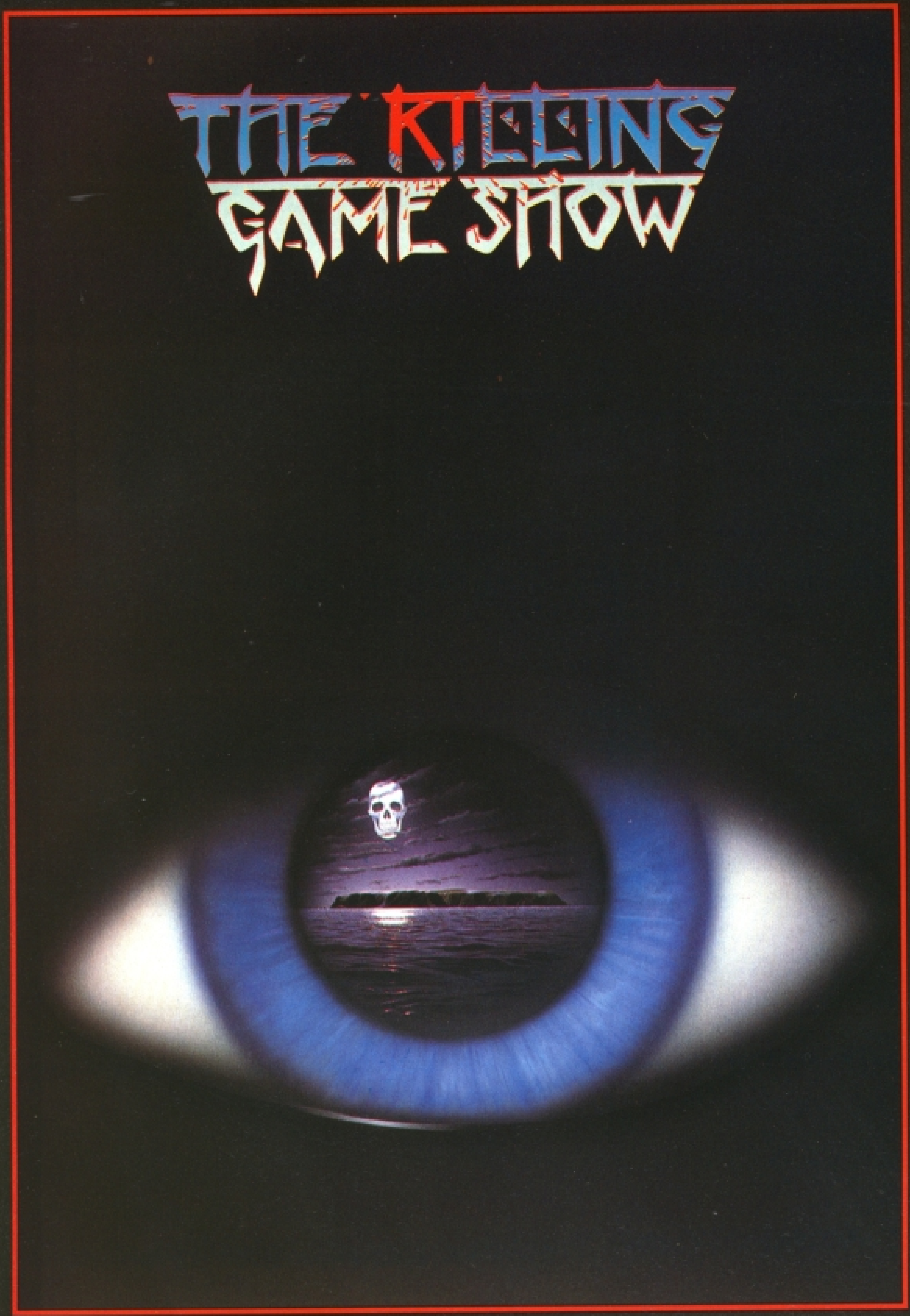
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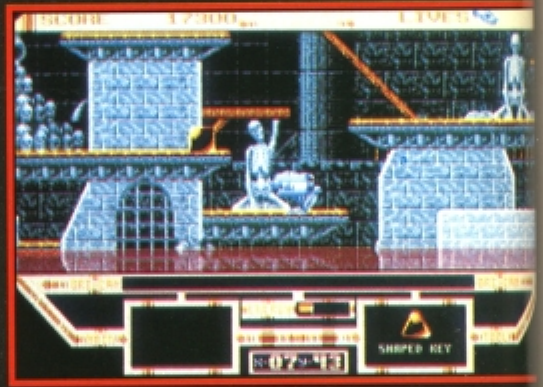
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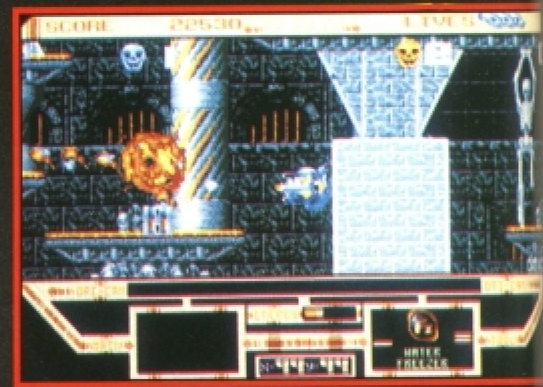
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Screen Shots from the Amiga version

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COMPO



WIN WIN WIN!

A *DRAGON BREED* ARCADE CABINET! 15 COPIES OF *DRAGON BREED*!



Clifford the dragon. He's not tough, he uses Listerine and then says puff.



Long ago, when ZERO was but one issue old, we reviewed an arcade game called *Dragon Breed*. We quite liked it. In fact we described it as "seriously excellent" and "the natural successor to *R-Type*". (That was an easy one really, cos it was designed by the same team.) In fact, it was so good that we thought it might be the "Christmas 1990 all formats number one".

Activision obviously thought the same, 'cos it snapped up the licence for the conversion. The game is due soon, and to celebrate this, the generous bods at Activision are giving away... wait for it... a *Dragon Breed* arcade cabinet!

Yes, you could win the chance to impress your friends and infuriate your family by setting up your own arcade machine in the sitting room and playing it for hours. And you won't have to pump in five million sovs every ten minutes.

For 15 runners up, there'll be a copy of the 16-bit version of the game. It may take up less room than the cabinet but still doesn't require any sovs...

ANNA'S GRAMS

Since it's such a fabbo prize, this compo is going to run over *two* issues. Below there are four anagrams. Each one is the name of a game distributed by Activision in this country. In this issue you simply have to unmuddle the 'sagranam'. Geddit? *(No. Ed)* Make a note of all the game names and then next issue you'll be asked to do something with them. (And it won't hurt, honest!)

There's no entry form to send off this month because... you can't enter yet. Ha! You know it makes sense. However there is a coupon, which you must cut out and keep and put with next month's entry. So until then, suss out these anagrams and then keep your legs, arms and ears crossed until next month.

PART 1

1. **RITE SHAM FM**
2. **BEND YOUR POWERS**
3. **JANI RIPS TIN**
4. **TALK LIKE 10 RAN**

I'm no ofol, teh naagarms are:

1 ______________________

2 ______________________

3 ______________________

4 ______________________

Keep this coupon in a safe place (how about attached to this page?) until next month when you must send it in with the second coupon...

yikes!

THE READERS' PAGES

Send all your old crap to Yikes, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a well spanking free 'gift' in it for you.

HIGHEST JOYSTICK IN THE WORLD

We ask you to cart joysticks of all creeds and colours as near to interstellar space as you can...

Fraser MacDonald's record has finally been broken! Here's the letter we recieved from **Stuart Harvey** of **Cumbernauld.**

"Okay, cough up the prize, I claim the landbased record for the highest joystick in Britain. I sweated, toiled and climbed my way to the top of Ben Nevis. I enclose a picture of me, the joystick and the Ben Nevis Observatory as proof. Later I needed the toilet, so carefully placed amongst the ruins of the observatory is one of the highest "dumps" in Britain. Surely that alone is worth a prize".



Yup, it is! So now there's a new category, which is the highest aircraft aided dump. (Although it's probably going to turn out to be 37,000 feet.) Anyway, back to Stuart's joystick, which sets the new land based altitude record at 4406 feet. Anyone who wants to break that is going to have to go to another country, because you can't really top Ben Nevis in this one, can you?

● Here's one that doesn't win any prizes, but it does get **Steve Brown** of **Kemnay** in **Aberdeenshire**'s name in print. It's an Atari Lynx at 34,980 feet. Hurrah!



♪ALL THE HITS ♬ (AND MORE)

On The Alan P. Thorpe Show (The disc jockey who's so crap no radio station would touch him with a barge pole)



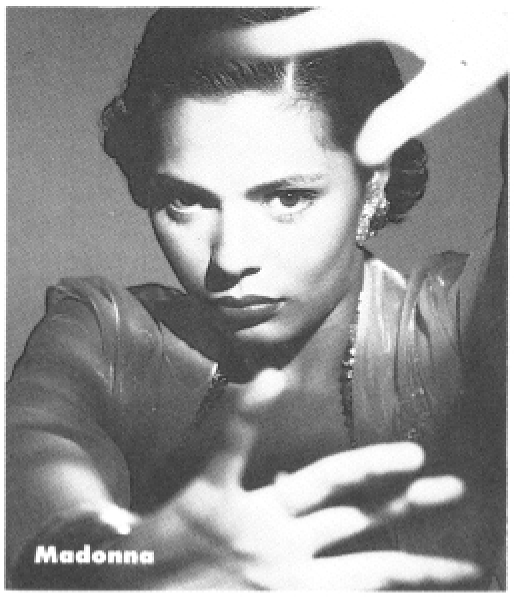
Yo, Yo! Hey, that's one of those things on a string that goes up and down, isn't it? A yoyo. Ya ha ha ha! I thought that one up last night, actually. I'm Alan P. Thorpe, and this is the, er, Alan P. Thorpe show, the show that's got lots of hits. And competitions with stupendous prizes. And all sorts of other things. Let's start with something you can really get down and groove to. It's *China In Your Hand* by Sade.

(Try China In Your Hand *by T'pau. Ed.)*

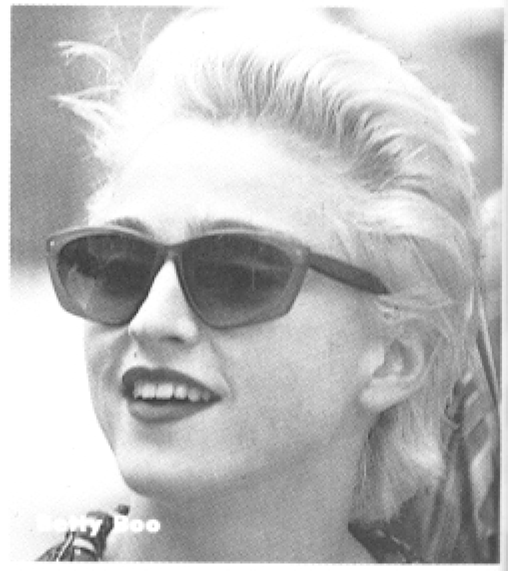
"China in your haaaaaaaaaannnnd". Wickiieed! I wonder what Sade's doing at the moment. Hey, I know, she'll be listening to my little show. Hi, Sade. Ya ha ha ha! Ah, the hits just flow end to end with Alan P. Thorpe. Now time for a little competiton. Well, we've just heard *China In Your Hand*, so I thought it'd be a good idea to ask a question about China – not the stuff vases are made from though, I mean the country. The question is this... What country is famous for inventing gunpowder and kites? Give up? It's China! Answers on a postcard please to the Alan P. Thorpe Show – or alternatively you could telephone me on (071) 243 1284. There's a rather brilliant prize up for grabs as it happens. A "Bus Watch" badge. Here's a solid groove vibe from Madonna.... *Material Girl.* What kind of material though? Cotton? Ya ha ha ha! Crucial!

(Put on Material Girl *by Madonna. Ed.)*

Yoyo! Ya ha ha ha ha! That was Sade with *China In Your hand.* Hey, you



Madonna



Betty Boo

know what? I'm really good at talking over the intros of songs. I'm going to get you to put on *Doin' The Do* by Sade and then I'll talk right up to the final millisecond before the lyrics start. Here goes.

(Put on Doin' The Do *by Betty Boo. Ed.)*

(Intro starts). Ya ha ha ha! It's that crazy 100 per cent get down on the floor and move time. It's that crazy 100 per cent get down on the floor and groove time. It's that crazy 100 per cent get... *(Vocals start)* ... er, it's the lovely Sade with *Material Girl.*

(Now take off Doin' The Do *by Betty Boo. Ed.)*

Whoops. I wasn't listening properly actually. I can normally do it – it's just a matter of getting your foot tapping and only listening with one ear. Time for another competition. How many eggs would you get in a Baker's Dozen? Quite a tricky one that, so I'd better give you a clue – it's not twelve, that's a "normal dozen" Bakers add one more. Time for a blast from the past. Hang on a minute, I haven't done the Baker's Dozen competition yet, have I? Here goes. Do you get twelve or thirteen eggs in a Baker's Dozen? Answers on a post-card. Right, time for a blast from the past. It's *Lathe Operator* by Betty Boo!

(Put on Smooth Operator *by Sade. Ed.)*

And that's all for this week. Just time for me, Alan P. Thorpe, to tell you not to miss my next show. I've got an interview with the boys from supergroup Yell! Be there or, ya ha ha ha, be somewhere square! Rave! Hang on, did I do the Baker's Dozen competition? Oh well, never mind, I'll do it next week. T.T.F.N.

BLACK SHAPE

The Alternative* Letters Page

It's 95° in the shade and I almost wish I were a White Shape. The price one has to pay for a bit of cred these days. So it's off to the fridge for your letters...

Dear Blackish thing,
Or should I call you Mr Human. I have been doing some detective work and I have worked out your a human and it was easy to work out because I've seen a black shape and it came out my dog's bum. And in issue 10 when I read about the red shape – that isn't alive is it! So you can't be. If you can get out of that listen to this, where did you learn to read and write there arnt any schools for black shapes i havnt heard of any and if you don't put this letter in your letters page your a chickhen and then youl have to name your letters page yellow-chickhen.
Mr X, D.F.H.
Notts.
● *Seeing as you've written the letter in the fashion of a rather small child, I'll have to assume you're about five. So piss off.* **Black Shape.**

Dear Black Shape,
Having read your sentiments towards Paul McCartney in issue nine I immediately realised you were the perfect Black Shape with whom to discuss this "legend". I was wondering if you or any of the other readers could tell me why a man who a) dances rather badly on huge piano keys and b) talks to Rupert The Bear stuffed toys is polluting our planet and wasting resources by still producing new albums which seem to be chronologically getting crappier. Please answer, I'm very confused.
Marco "Mountain Pig" Bettarini
Woodford Green, Essex.
● *It's very simple. Paul McCartney suffers from the chronic disease of Not-Being-Assasinated-When-John-Lennon-Was-Itis. It's an unfortunate malaise which compels the sufferer to continue writing songs and making appearences in Bread long after he should have retired. After all, it's not as if Paul is short of a quid or two. Oh, and while we're on the subject of music, did you notice that En Vogue's second single was exactly the same as En Vogue's first single? Very odd.* **Black Shape.**

Dear Black Shape,
I am writing to complain about a complaint. Stephen Thornber wrote in complaining about you slagging off that "bundle of sticks" Paul McCartney. Stephen, dear boy, have you no taste in music? You've got the likes of Dire Straits, Stone Roses, Queen, Talking Heads and Simply Red on this sweet planet and you think Paul McCartney's great. Are you really that thick or are you just practising for a special event?
Ian Horan,
New Moston, Manchester.
● *I could easily take you up on Dire Straits (puke), but I'm not going to because I haven't finished with Paul McCartney yet. Actually I have, but I want to move across to his lovely wife, Linda. Linda McCartney, eh? A hotbed of talent if ever I've seen one. Not only was she crucial to the success of Wings, but she also knows how to take photographs. And she's appeared in* Bread *as well. When God was handing out artistic skills, Linda must have rejoined the queue several times.* **Black Shape.**

Dear Shape,
We the Federation of cake shop owners are not happy. Firstly there is hardly ever any mention of cream horns in your reviews, and secondly a letter appeared recently on your page that had my members reaching for their egg whisks in anger. I am refering of course to the one about dead flies being on display in cake shop windows but not being for sale. Well let me tell you Shape, I have had a word with the lads and we have decided to issue a death threat against you and the author of said letter. We will be forced to carry this out if one more thing is printed on your page that would be detrimental to the cake world. Let this be a warning to you Shapey Boy. We mean business.
Mr Jolly,
Yummy Cake Shop.
● *Look, if you meant "business" you would have sold the flies in the first place. Good shopkeeping is all about making a healthy profit, and where can you make a better profit than selling something that you got for absolutely nothing? Oxfam have cottoned onto this and sell moth-eaten Mills And Boon books for 50p apiece. You could probably get the same for eight ounces of assorted wasps and bluebottles. Go and do your sums.* **Black Shape.**

Dear Black Shape,
I am madly in love with you and want to marry you. Please, please, please say yes or I will become deeply depressed for 50 years. Also is there a Black Shape Fan Club? If so, tell me how I can join.
Norah The Nocturnal Cabbage,
Norway.
PS. The condom in the August issue looked very smart.
● *Yes, it did rather – I bought it from Harrods, incidentally. Oh, and regarding the proposal of marriage, I'm afraid it's totally out of the question (although a bit of "how's yer father" could be arranged). And no, there isn't a Black Shape fan club – seeing as there aren't any Black Shape fans. (Mind you, you're one.... um, yes, in that case there is a Black Shape fan club. Just send me 30 quid and I'll send you a badge and a poster of Danny from New Kids On The Block – he's a vegetable, just like you.)*
Black Shape.

*i.e. amoebic

CLAIMS TO FAME

Got a picture of yourself having hot rumpo with Sue Pollard? Then send it in to us and you'll win a happening prize.



Here's Tim Wike of Redland in Bristol. Four years ago Geoff Capes visited his school to help in a charity competition that was being held. Each of the pupils had to take it in turn to pretend to be Geoff's glove puppet and Tim came third. So send us pictures of you next to a "celebrity". Tim's just won himself a software prize, and you could too! You know it makes sense.

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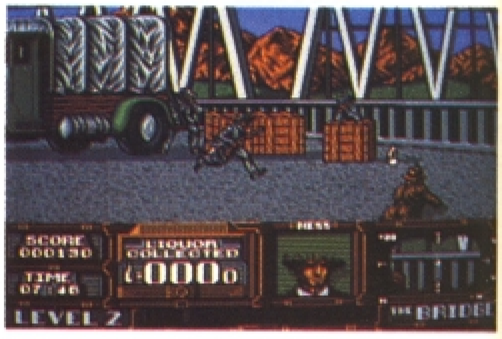
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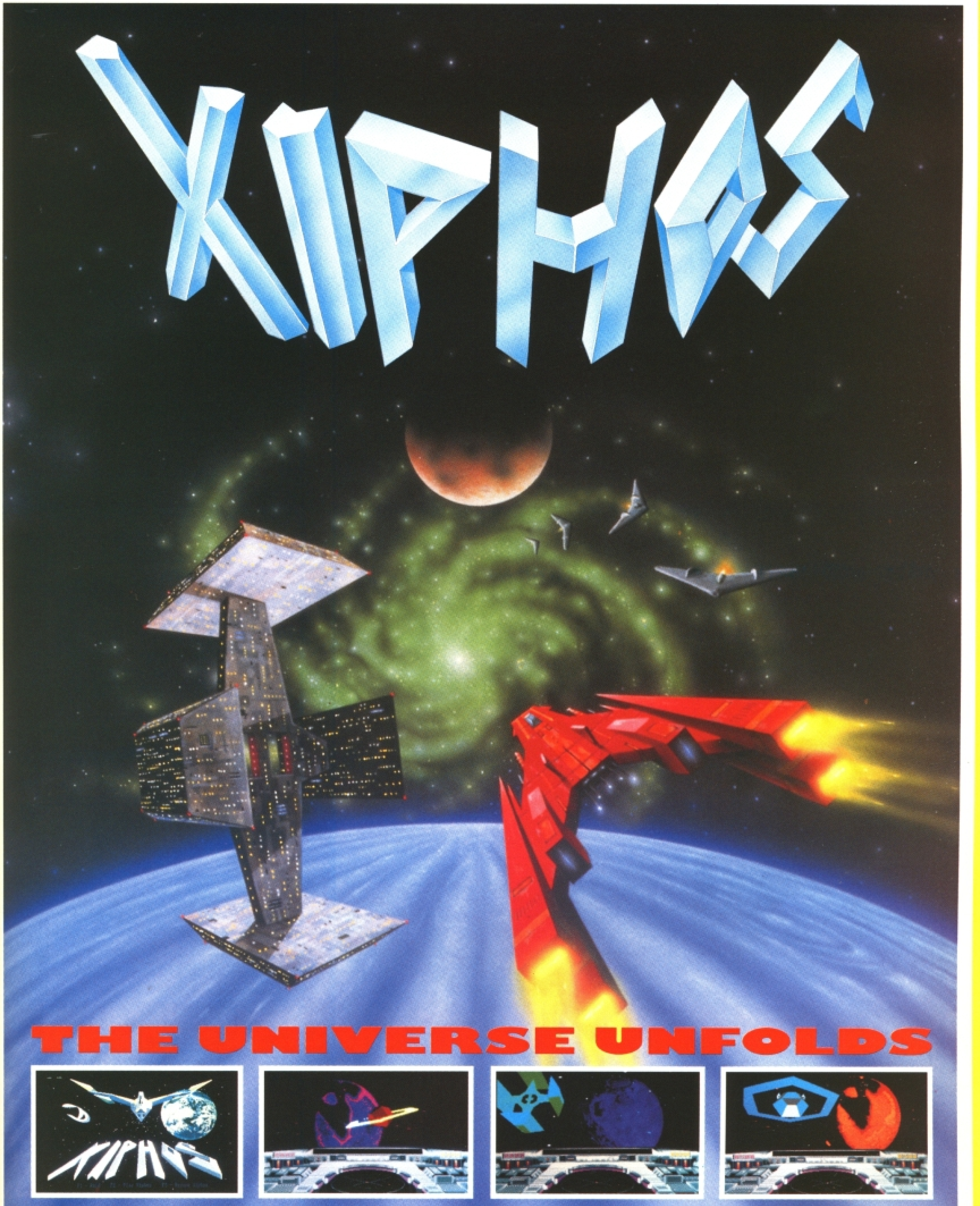
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MAD DOG

FIGHTER ACE

Chocks away. Mad Dog here again. A lot of you are going to be bleating about not being in the crew, thinking that your inclusion should have been automatic. But your applications were a bit late – and that simply won't do. Mad Dog staff have to have lightning quick reactions, given the nature of the job. If I (as Captain) want a stewardess to make me a cup of coffee, then I want her to make me that cup of coffee NOW, not after she's 'powdered her nose'. The same goes for map co-ordinates – if I spot a SAM site on the ground, my navigator must be able to furnish me with an alternative route within seconds (unless I've got some Mavericks left, in which case I'll simply take the damned thing out). And as for rear gunners, well, it's obvious, isn't it? I don't want my tail shot off, so the chap guarding it has to be on his toes. All applicants who haven't made crew status are passengers, so there's still some chance of a prize. Here's one of the applications I got for the navigator:

"Greetings Herr "Mad Dog" Englander I vish to apply for the navigator position on your aeroplane. As you will see from my CV I am vell qualified for flying vith you on your dangerous missions. I enclose a reference from my friend Herr Doktor. Please ignore everythink he says as he hasn't a clue vot he's on about. (He's as you say "fruity as a nutcake".) You should have more gunners. Vy do you not install more gun turrets? You vill agree you can never haf too many.
Otto Von Baiter (Oberleutenant) Ramsgate, Germany".

Well done. You're in. We needed a Gerry on the team. I agree about the gun turrets, but I only had enough money for one. Anyway, so you're the navigator. And my co-pilot will be **Paul Gayford.** Now onto the rear gunners, who are: **James Black, Glen Dawkins, Jason Weir, Paul Russel, Jamie Lacey, Mr C, Pinky 'Spoons' Pickering, J. D. Mason, Nick Green, Rich Lewis, Rob Buchanan, Danny Simmonds, Simon Whitley and S. Gamble.**

One last detail and that's the Mad Dog Airways mascot, Barry the kitten. Not only will he bring us luck, but he's also a good mouser which is handy as there are quite a few rats on the plane.

So. That's that. We're ready to go. We're off to Beirut (through Tunisian airspace). There's the co-pilot, the navigator, the stewardesses, the rear gunners, the "passengers" and Barry the kitten. I've just got to do the pre-flight checks and we can leave. Right, fuel. Hmmm, that's probably just about enough. Ailerons: oh – the port one seems to be sticking a bit (still, it'll probably be alright once we're underway). Actually, I'm bored of the pre-flight checks so I'm not going to do any more. I'll start the engines up. Blast, number two doesn't seem to be responding. Let's give it another go. Nope, not a whisper. Oh well, these BAC 1-11's can take off on the one engine (just), so it doesn't really matter. Swinging out onto the runway, brakes on, throttle to full, brakes off. And here we go. Aaaah! action at last. I can taste the blood already. Oh no, Otto's just been sick all over Paul the co-pilot's lap. Ah well, that's Kate's first job then (a bit of cleaning). Over and out, till next month's debriefing session. *(Oo-er. Ed.)*



And now, here's the bit you've all been waiting for...

THE STEWARDESSES!

Well done girls, your extreme tardiness has successfully put the first flight back a couple of months. Still, I've got four of you now...



◀ First up is Kate Field of Runcorn in Cheshire. She's my 'number one' because, as you can see, she's already au fait with the ways of aerial warfare. (And she's wearing a bikini.) She's going to be in the cockpit with Otto, Paul and me. What fun. The other three hostesses aren't, strictly speaking, volunteers. They've sort of been press-ganged – and as a result they're going to be looking after the rear gunners and passengers. A smelly job, but somebody has to do it.

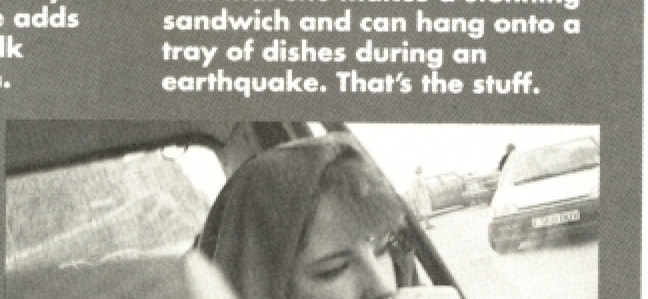


◀ Here's Bev Cattell from Cowes, next to her son (and one of my rear gunners) Glenn Dawkins. Bev says she's bored of work, where she uses Sage Accounting and Wordstar Express on the PC, and thinks the life of a Mad Dog Airways hostess would suit her more. She adds that she's going to be wearing silk stockings. She's definitely in then.



▲ Welcome aboard, Mrs Ledbury of Wantage in Oxon. I'm told that she makes a stunning sandwich and can hang onto a tray of dishes during an earthquake. That's the stuff.

▶ Meet Natalia of North Devon, who's been captured on film sitting in the back of Jon Archer's mate's Peugeot 309. Jon says she's bright, cheerful and attractive – in fact he says "she's a bit of alright". Fair enough, but why's she got a pair of jeans on her head?







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FEEL THE FORCE!

COMPO

G reetings Earthlings! (Tzkkkkaaaark.) Darth Vader's the name. (Tzkkkkaaaark.) I'd like to introduce you to a chum of mine. (Tzkkkkaaaark.) He's a coin-op cabinet. The pair of us have been to hell and back together: the pier at Clacton, Aldebaran... And now he can be your chum too, thanks to those nice bods at Domark.

WHY OH WHY?

Y'see Domark has this thing about putting lots of classic 16-bit games into neat little boxes and selling them at knockdown prices.

And it's got these four incredible compilations out at the mo, *TNT, Wheels Of Fire, Heroes* and the*Star Wars Trilogy*, tzkkkka... So to celebrate, this amazing feat, Domark has decided to give away one of the most famous boxes of all time – a *Star Wars* coin-op cabinet. Specially renovated for the competition, it'll amaze and impress your friends when they drop round for a can of Sainsbury's shandy. *(Get back in character. Ed.)* But remember... if you destroy the Deathstar, the Empire will crush you and your puny private parts.

WHAT OH WHAT? (DO I DO?)

Take a gander at the four screenshots on this page. Each one is taken from one of the games on either *TNT, Wheels Of Fire, Heroes* or the *Star Wars Trilogy.* All you have to do is match the screenshot to the compilation and fill your answers in on the coupon. So for example, if you think Screenshot A is *Toobin*, then write *Toobin* on the coupon next to A and so on... To make it easier we've even listed the games in each compilation for you.

BUT, this is a *two* part compo – you'll have to wait until next issue to complete it. Just hold on to the coupon and send it in next month with the answers to part two. Brilliant! You don't even have to find the scissors yet!

SCREENSHOT A



SCREENSHOT B



SCREENSHOT C



SCREENSHOT D



TNT

Hard Drivin'
Toobin
Xybots
APB
Dragon Spirit

WHEELS OF FIRE

Hard Drivin'
Chase HQ
Powerdrift
Turbo Outrun

HEROES

Licence To Kill
The Running Man
Barbarian II
Star Wars

STAR WARS TRILOGY

Star Wars
The Empire Strikes Back
Return Of The Jedi

The Force Part 1

Rules

- In the unlikely event of Domark being unable to restore a *Star Wars* cabinet to full working order, it will attempt to restore either an *Empire Strikes Back* or a *Return Of The Jedi* cabinet instead. In the even more unlikely event that it can't restore *any* cabinet at all, erm, winners will receive, cough, a miniature Millenium Falcon made of matchsticks.
- Entries received after October 31st will be fed to the thingy in the refuse crusher.
- The Ed's decision is final, and since the Force is with him 't'would be foolish to argue.
- Any employees of Dennis Publishing or Domark who attempt to enter will have their assets frozen in carbon.

SCREENSHOT A ____________

SCREENSHOT B ____________

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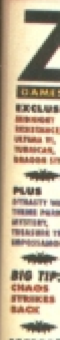
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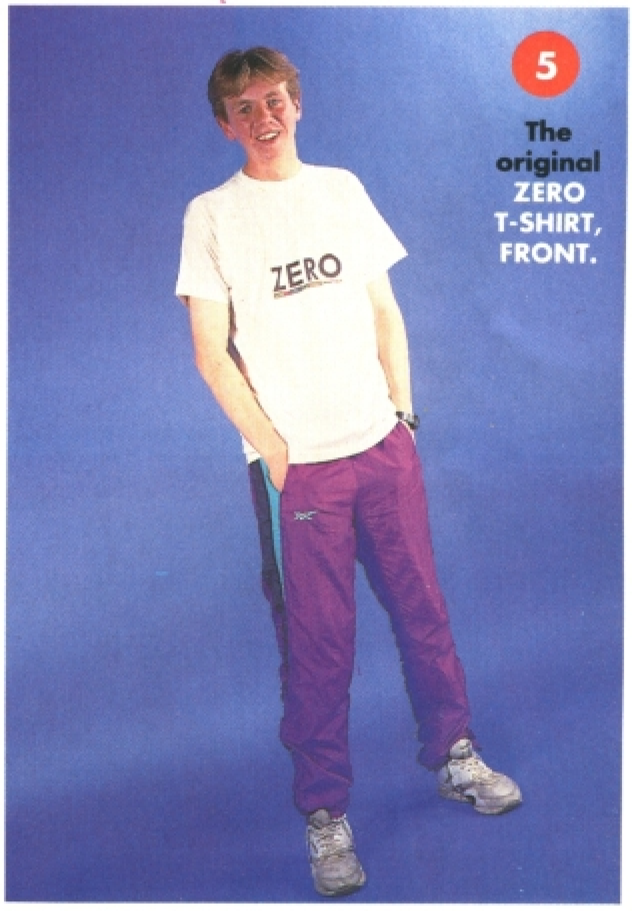
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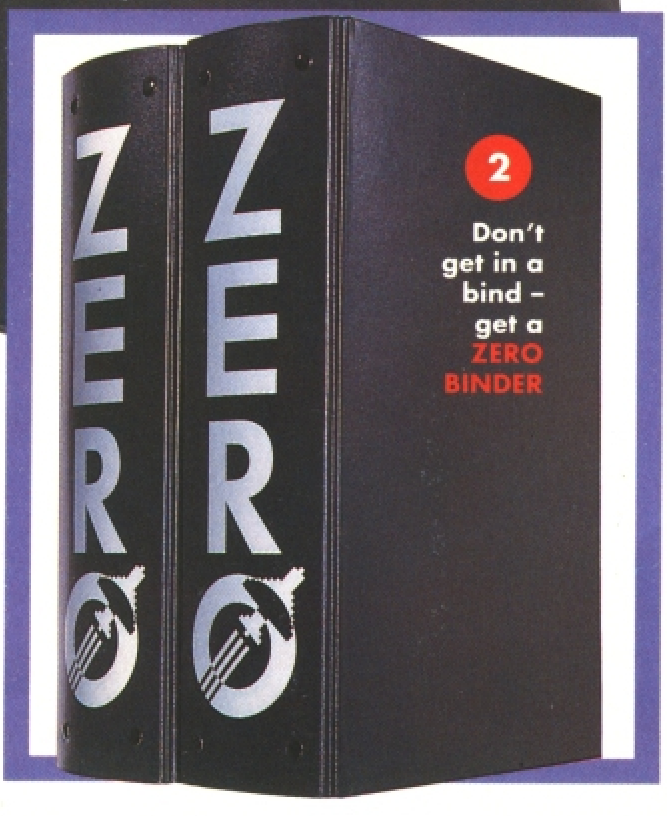
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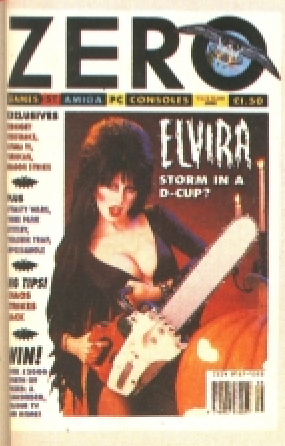


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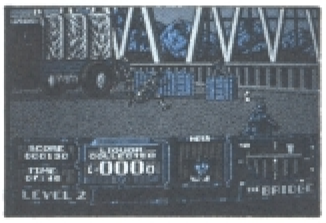
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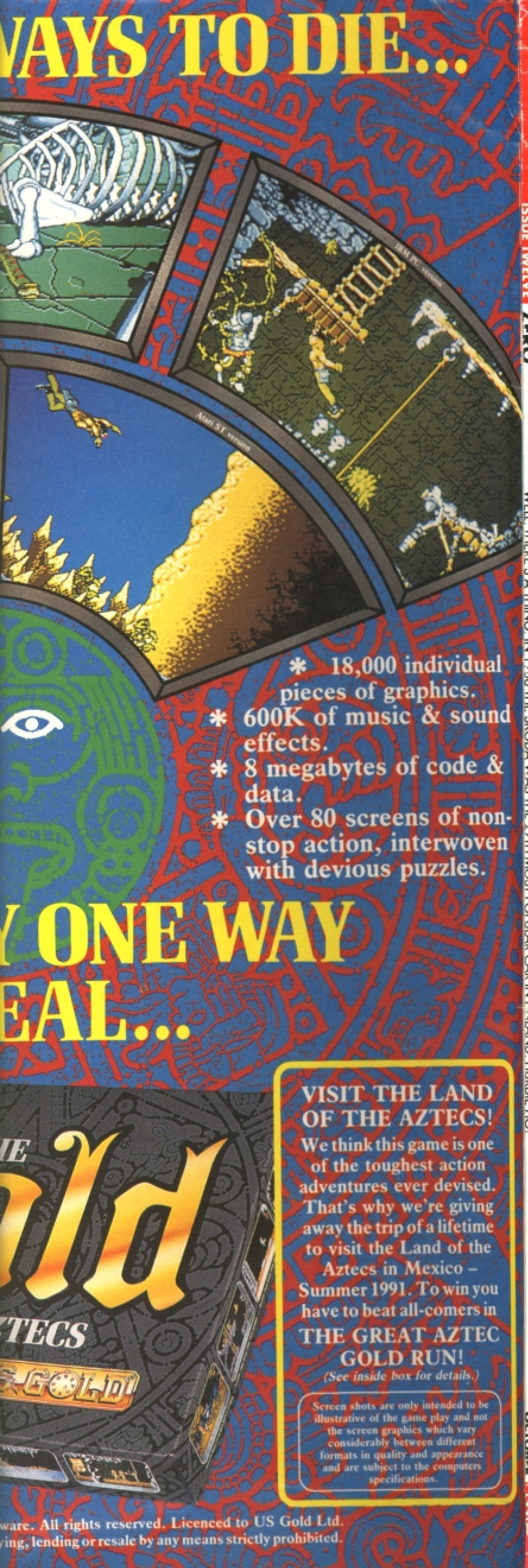
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